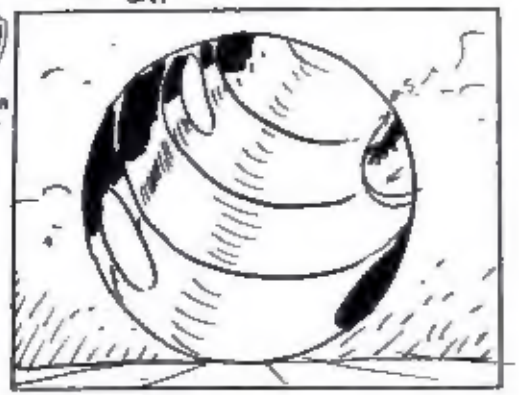
SC. CONT B.G.



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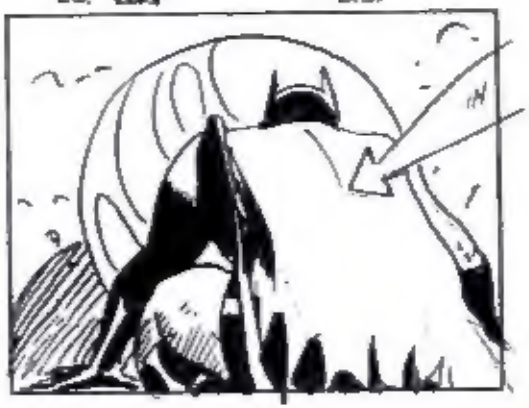


SC. C115 B.G.

C119
PAGE

ACTION

DIAL.

TRANS.

SLUGS

CUT

BATMAN:
DON'T RUN AWAY! I CAN HELP YOU

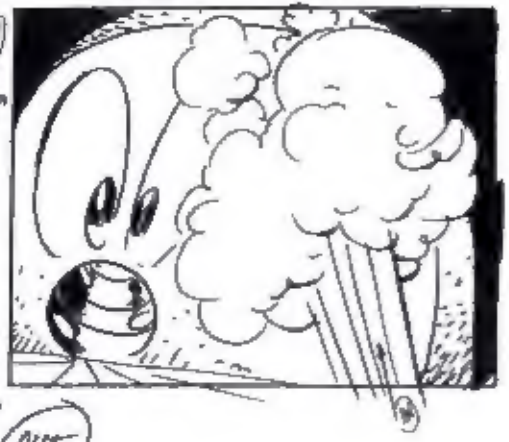
406 576

C115

3°

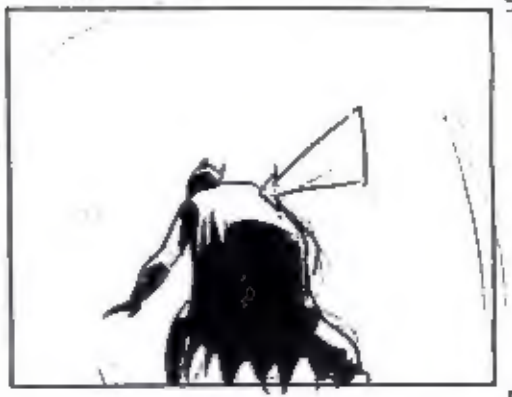
ATT. DRAW184A

SC. C113 B.G.



SC. cont. B.G.

SC. cont. B.G.



C117 PAGE

WARNER BROS.

ACTION

CUT

DIAL.

TRANS.

SLUGS

406 576

C113

C9

cont'd

SC. cont. B.G.

ACTION

DIAL.

TRANS.

SLUGS

SC. cont. B.G.

BABYDOLL PEEKS INTO SC.

BABY DOLL:
SILLY MR. BATMAN'S

SC. C114 B.G. C117

PAGE

CUT

CAN'T CATCH ME'S !

406 576

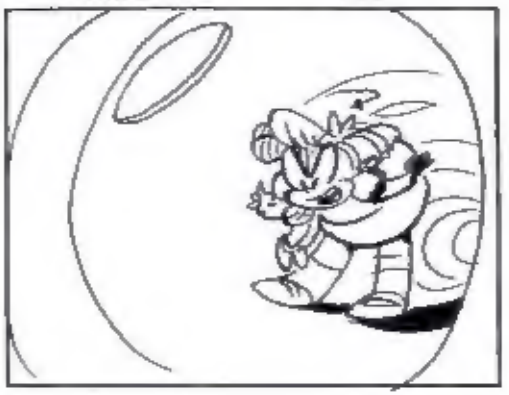
CUT

CUT TO C116

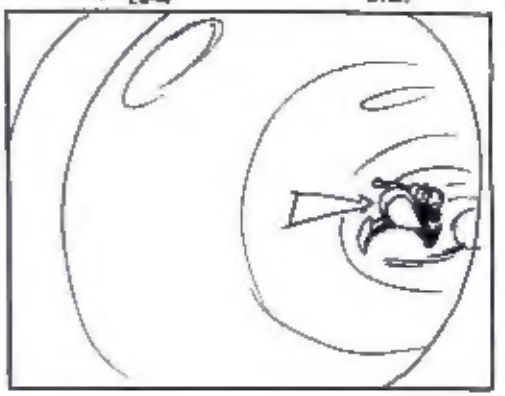
CUT TO C114

SC. C116 B.G.

SC. CONT B.G.



SC. CONT B.G.



C120
PAGE

406 576

ACTION CUT

DIAL. BABY-DOLL'.
LIAR, LIAR, CAPE ON FIRE!

TRANS.

SLIDES

C116

7"

ALT.
DIAL. 184B

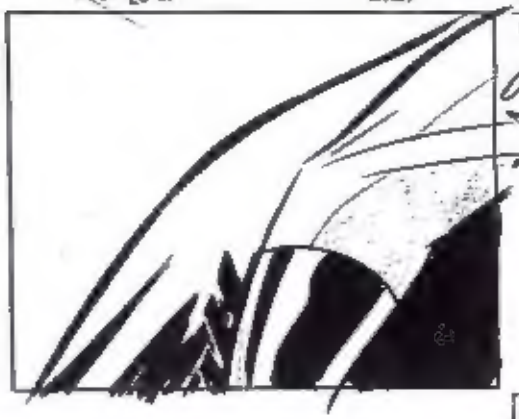
4"

SC. C116 CONT B.G.

SC. C117 B.G.

SC. CONT B.G. C121

PAGE



WARNER BROS.

406 576

ACTION

DIAL.

TRANS.

SLUGS

CUT

12X CRANE

(C117)

6X 12X 12X 12X 12X 8X 6X 4X

44

SC. C118 B.G.

SC. CONT B.G.

SC. CONT B.G.

C122
PAGE

406 576

WARNER BROS.

HOLD UP

ACTION CUT!

DIAL.

TRANS.

SLUGS

BATMAN: LAUNCH!

THROUGH BACK

FOOT O.S.

(C118)

12x 12x 12x 12x 4x

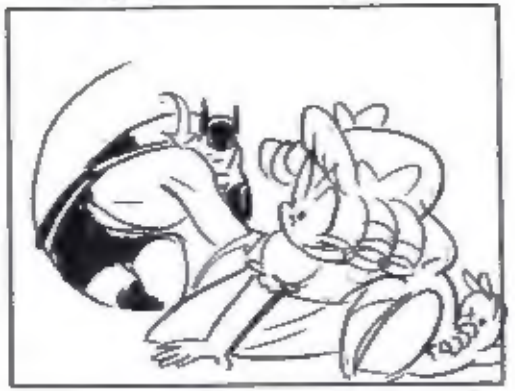
24

DAMAGE

SC. C119 B.G.

HOOK UP

SC. CONT B.G.



SC. CONT B.G.

BABYDOLL O.S.

BATMAN TOWARD CAM

CONT.

HEAD SHOT TWICE

BABYDOLL DIES

C123

PAGE

406 576

ACTION

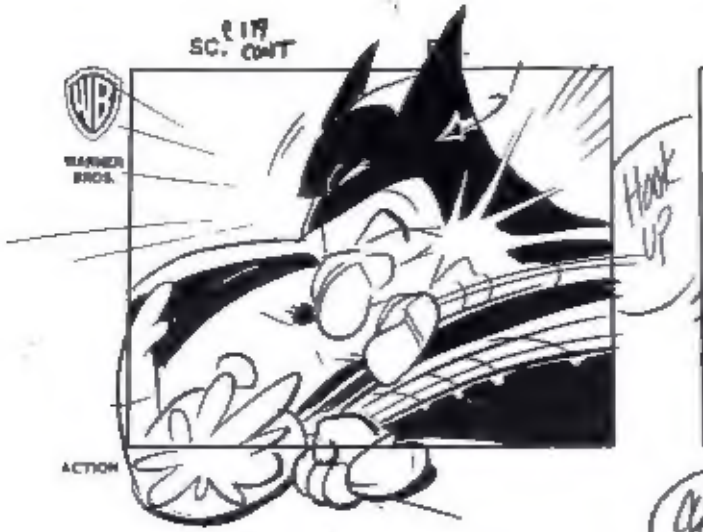
CUT

DIAL

TRAI

SLUGS

(C119)



C124
PAGE

406 576

ACTION

CUT

DIAL

BATMAN: (PICK UP)
UNNGH!

BABY DOLL:
NOW WE'RE PLAYING BY MY RULES

TRANS.

SLUGS

(CIW)

TRACK DIA185 DIA185 AGAIN HERE!!

DIA185 — DIA186

SC. C120 CONT B.G.

HOOK UP

SC. C121 B.G.

SC. CONT. B.G.

C125

PAGE

ACTION

CUT

DIAL.

BATMAN:
URRGH!

TRANS.

SLUGS

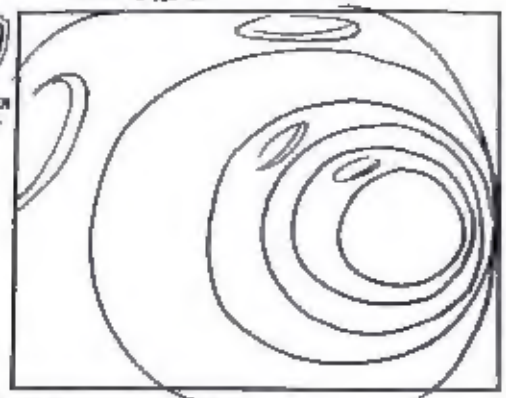
C121

406 929 9074

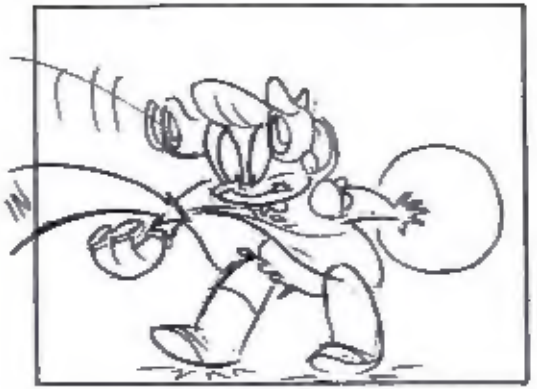
(DIALIST)

7:8

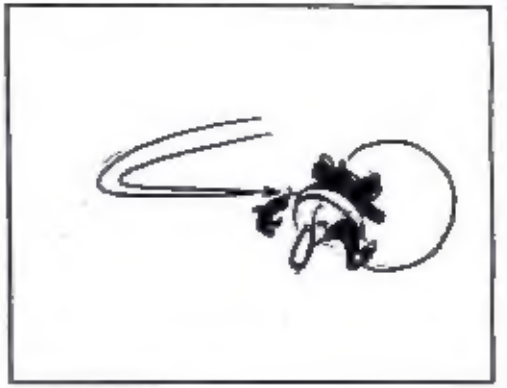
SC. C122 B.G.



SC. cont. B.G.



SC. cont. B.G.



C-126
PAGE

406 576

ACTION

CUT

DIAL.

TRANS.

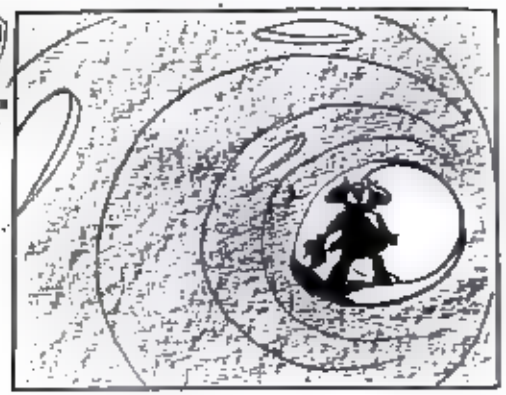
SLUGS

C122 | OS 8x | LEADS 4X | LANDS 4X | SQUASH 6X | + TURN IN 4X 4X 4X 4X 4X 4X 4X to stop

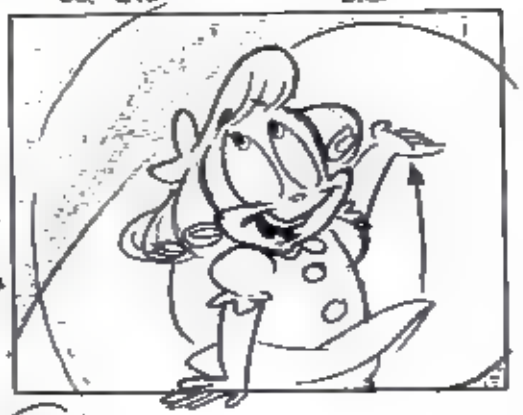
4X

Cont.

SC. cont. B.G.



SC. C123 B.G.



SC. CONT B.G.

C127
PAGE

406 576

ACTION

DIAL.

BABY DOLL:
GAMES OVER, MR. BATMAN.

HA HA HA

TRANS.

HOLD
PANS
24X

C123

SLUGS

DIAL 168

cont.

SC. C123 B.G.

ACTION: STEPS BACK TO LEVEL GUN INTO SC.

DIAL.: I WINS!

TRANS.

SLUGS

SC. C124 B.G.

CUT

SFX: (GUN COCKS)

SC. C125 B.G.

CUT

C128 PAGE

406 576

C124

C125 SLOWLY TILTS HEAD 16X

CONT DWG #66

3"

2"

CONTD

SC. C125 B.G.

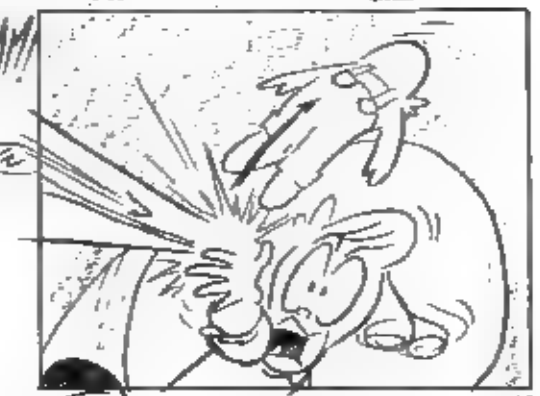
ACTION (RECOIL)

DIAL.

TRANS.

SLUGS

SC. C126 B.G.



BABY-DOLL WHAAA!

C126

SC. C127 B.G.

NO FAIR!

C129 PAGE

406 576

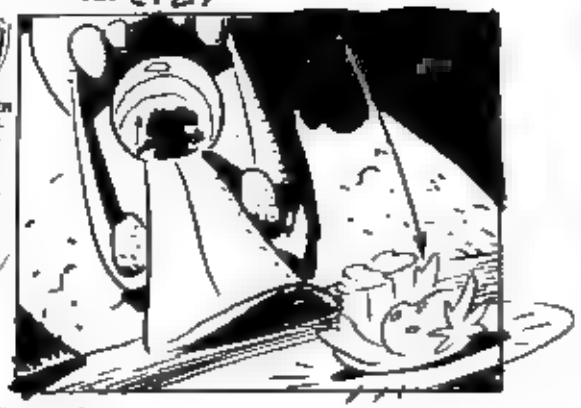
SWINGS UP 4X

FIRES 4X

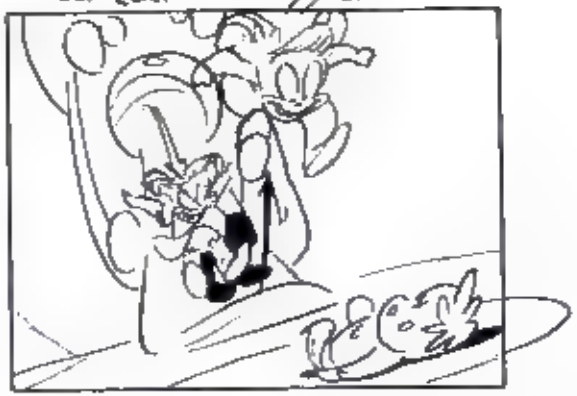
CAPE RIPPLES OUT 6X

4X4 — DRAG 89 — 6X

SC. C127 B.G.



SC. cont B.G.



SC. cl B.G.

C130
PAGE

406 576

WARNER BROS.

ACTION

DIAL

TRACK

SLUGS

Wide Up

CUT

C127 DOAL SAILS FWD 20X | HITS 4X

DAHL FALLS FWD 4X 4X 4X 4X

INTO SLIDER 4X

SLIDES 16X

MR SLIDER UP

DROPS 6X | LANDS 2X | SQUASH 6X | RISES UP 8X | REELS 8X | GRABS DOAL 4X | LOOKS PAGE 4X | 12X

DAHL IN

74

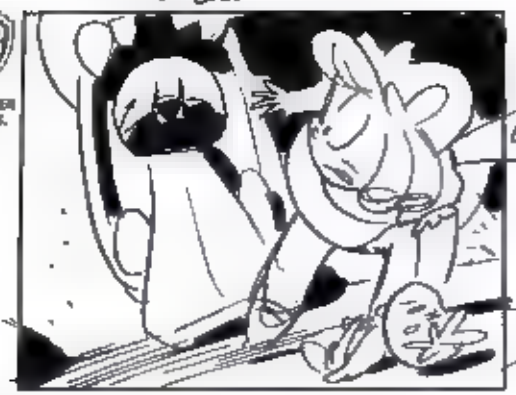
SC. C127 end B.G.

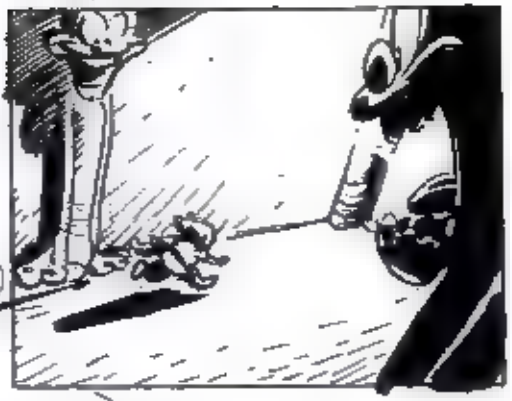
SC. C128 B.G.

SC. 6old B.G.

C131 PAGE

WARNER BROS.





ACTION

DIAL.

TRANS.

SLUGS

CUT

TERROR, SLAPS GAIL WITH BOTH HALVES INTO STRONG STANCE

NO BATMAN

THEN CAREFULLY STEPS FARTHER

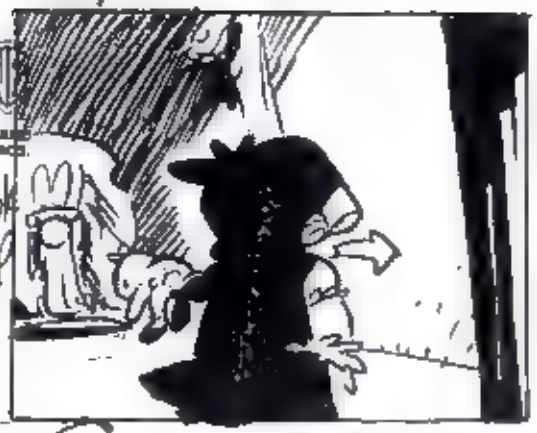
406 576

INTO PAN 4X | 4X | 4X | OS 4X

C126 | OS 4X | 4X | 4X | 4X | 4X | 4X | 4X | 4X | HOLD 16X | INTO STEP | 8' | 8' | 8'

41

C129



ACTION

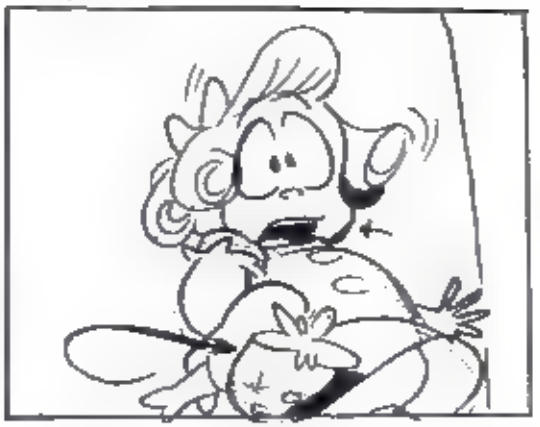
CUT

DIAL.

TRANS.

SLUGS

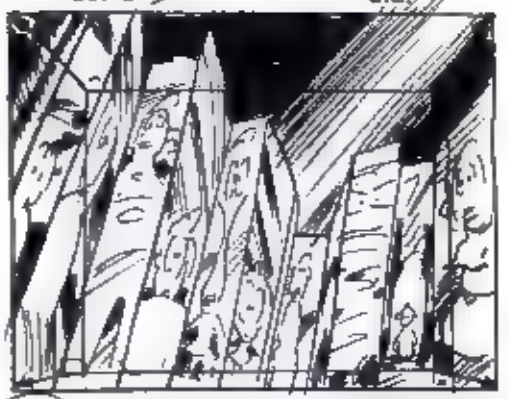
cont



TURNS – SURPRISE – GASP!
JERKS BACK

BABY DOLL:
(GASPS)

SC. C130 B.G.

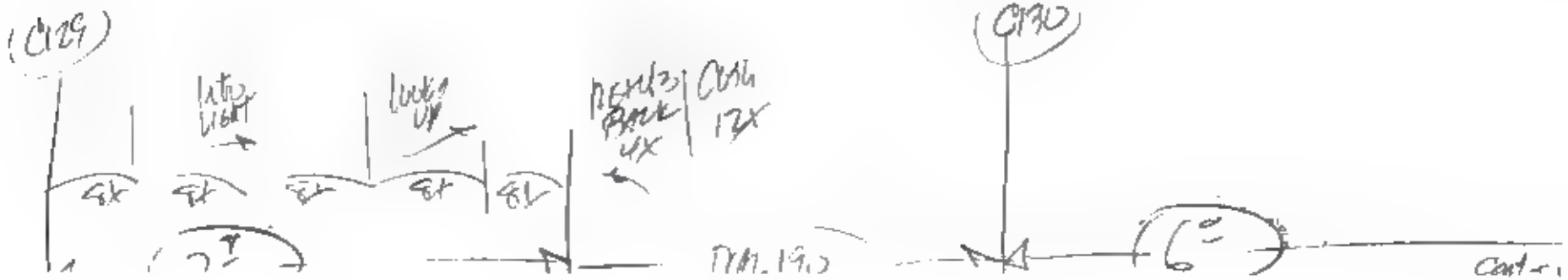


CUT

BABY REFLECTIONS IN EVERY MIRROR.
TWISTED & PULLED IN EVERY DIRECTION.
ALL DISTORTED IMAGES MOVE IN PLACE
AS BABY (O.S.) WALKS INTO SC.

C132
PAGE

406 576



SC. C130 B.G.

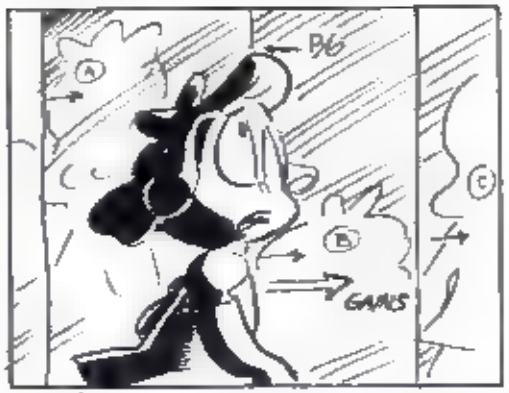
ACTION

DIAL

TRANS.

BLUES

SC. C131 B.G.

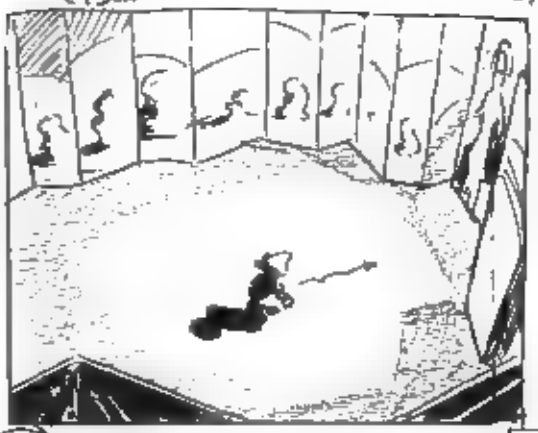


CUT

(A) REFLECTION IS PULLED
(B) REFLECTION IS SQUASHED
(C) REFLECTION IS WIDE

REFLECTION

C132 C133

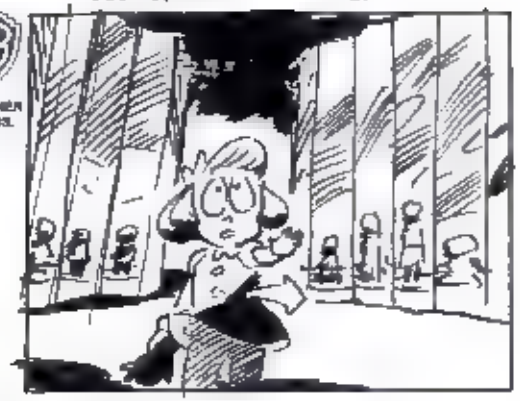


CUT

406 579

EX STEP

SC. C132 B.G.



SC. Cont B.G.

C134 cont C134

ACTION

CUT

DIAL

TRANS.

SLUGS

CUT

BABY DOLL

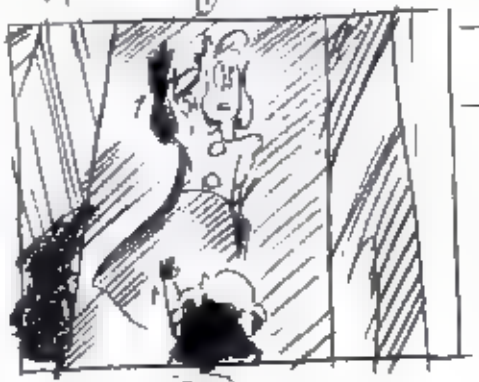
LOOK . C134

(1) W/ SUPERIMPOSED BABY DOLL REFLECTION THEN X-DISS TO

(2) IDEALIZED P.O.V. OF A BEAUTIFUL NORMAL SIZED BABY DOLL

THAT'S ME IN THERE

406 576



Hook UP ARMS RAISED FROM PREVIOUS SC.

C133

FX FX FX FX

1 1/2 7c

DIAL 191

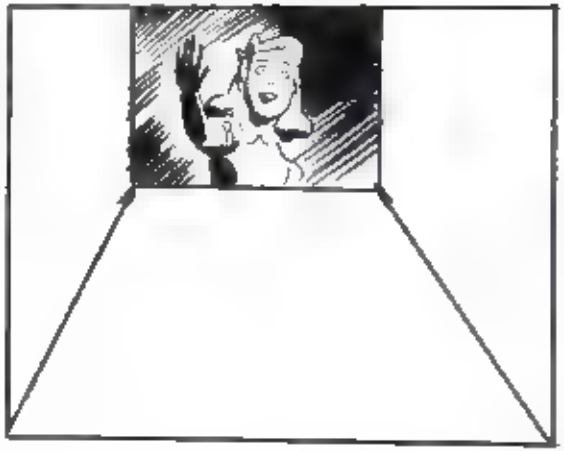
FX

134

7c

CONT DIAL 191

SC. C134 1/2 B.G.



SC. C135 B.G.

SC. C134 B.G.

C135

PAGE

WARNER BROS.

ACTION

CUT

DIAL

THE REAL ME

THERE I AM

TRANS.

SLUGS

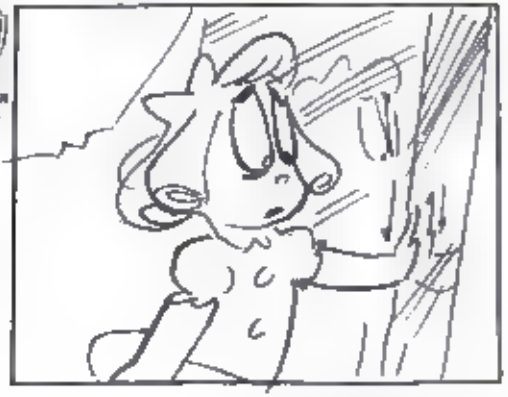
406 576

C135

A312 — DUR 192 — Cut Dur 192 — (4°) — Cut

C136

135 SC. CONT B.G.



SC. CONT B.G.

SC. CONT B.G.

PAGE

ACTION

HAND SLIDES DOWN GLASS

PULLS HER HAND BACK--THE ILLUSION DISPELLED
PAINED LOOK (NOT ANGRY)

DIAL.

BUT IT'S NOT REALLY REAL, IS IT?

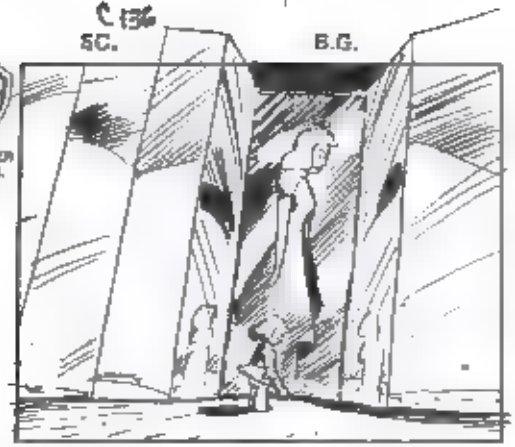
TRANS.

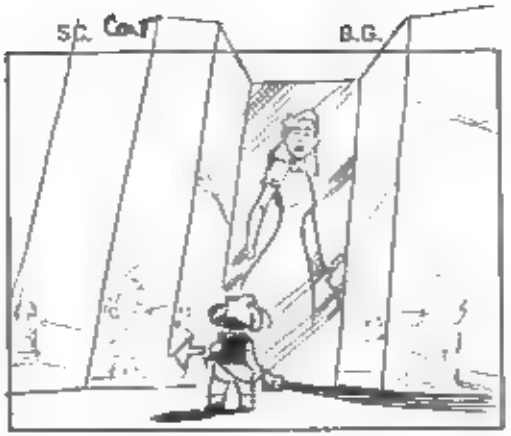
SLUGS

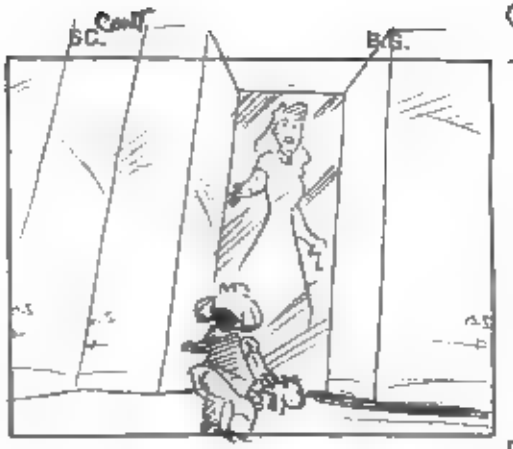
406 576

DIAL 193

C136







C-137

PAGE

406 576

ACTION

CUT

SHE BACKS AWAY FROM HER IMAGE

DIAL

BABY DOLL.

JUST MADE UP AND PRETEND

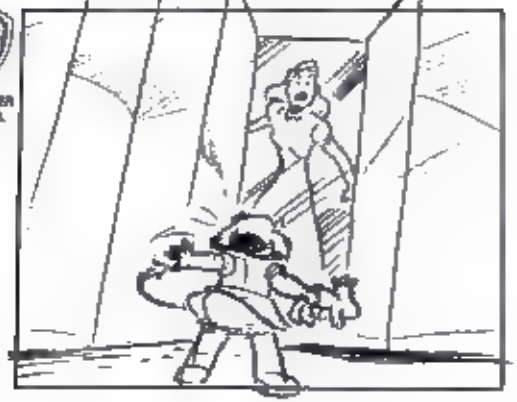
JUST LIKE MY FAMILY AND MY LIFE

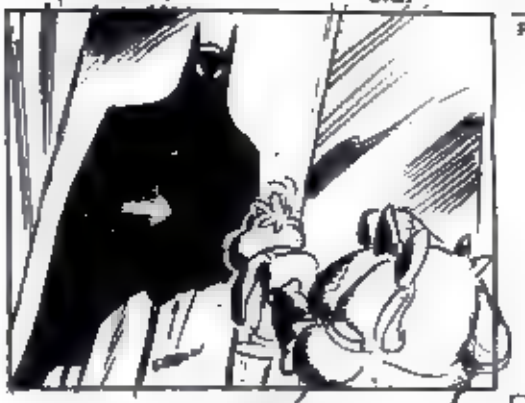
TRANS.

SOUND

(C136

Cont DIN193





C-136
PAGE

406 576

ACTION

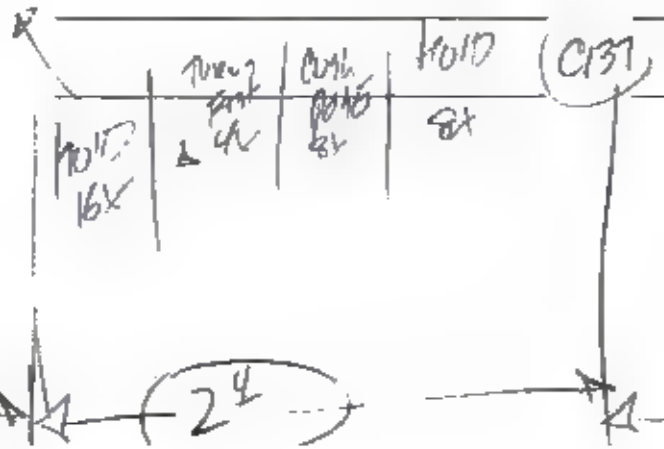
DIAL.

AND EVERY THING ELSE

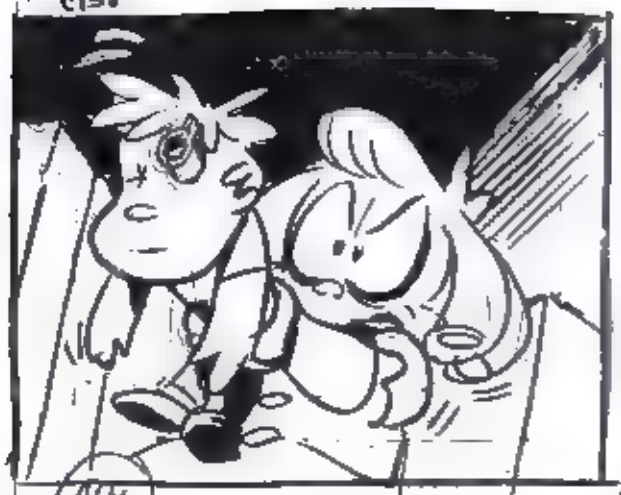
TRANS.

SLUGS

CUT

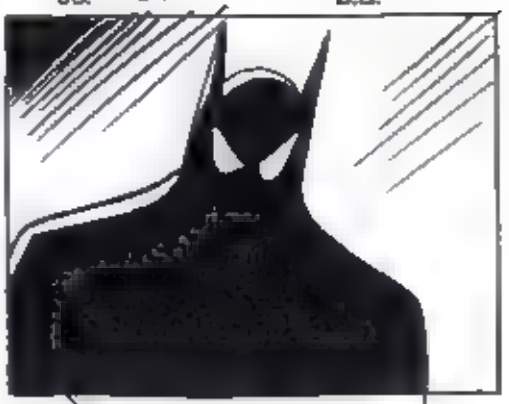


C138



CUT

SC. C139 B.G.



CUT

SC. C140 B.G.

C139

PAGE

406 576

DIAL BABY SOUL: WHY COULDN'T YOU JUST LET ME MAKE BELIEVE

TRANS.

BLOCK

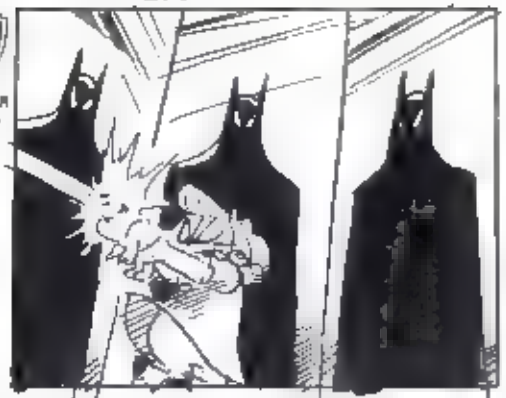
C139

C139

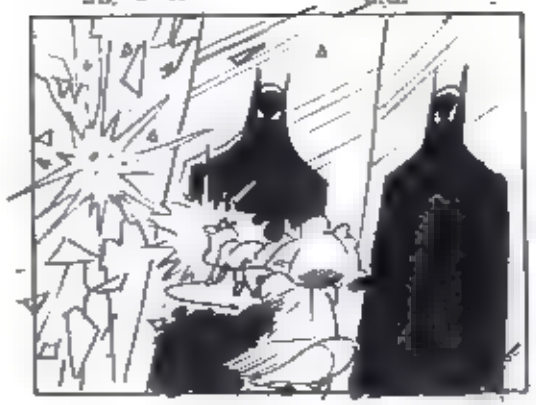
(4X) TIM194

1 2°

SC. C140 B.G.



SC. CONT B.G.



SC. CONT B.G.

C140

PAGE

406 576

WARNER BROS.

ACTION CUT

DIAL

BLAM!

BLAM!

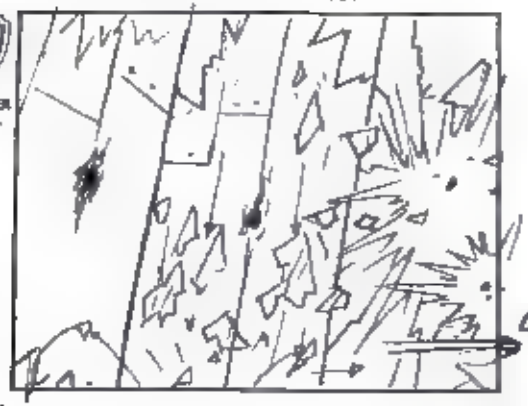
BLAM!

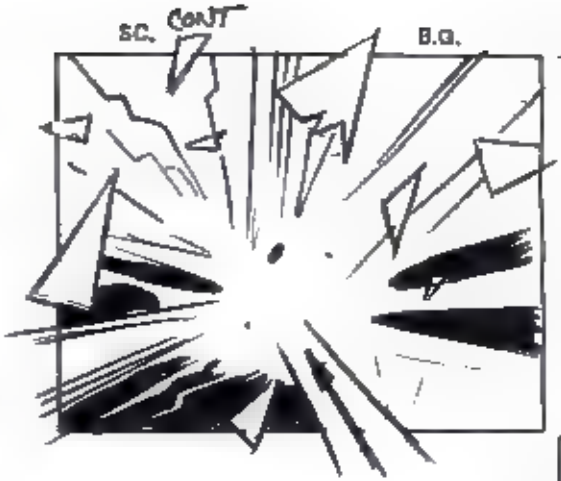
FRAME

SLUGS

(C140)

1 2e





CH1
PAGE

ACTION

DIAL.

CUT

TRANS.

SLUGS

406 576

CH1

2

SC. C142 B.G.

ACTION: BATMAN JUMPING BACK INTO SC. AS IF SEARCHING THE STAIRS — LOOKS AT O.S. BABY DOLL

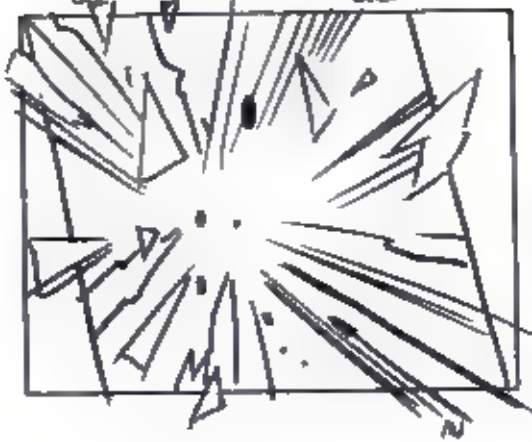
CUT

DIAL.

TRANS.

SLIDES

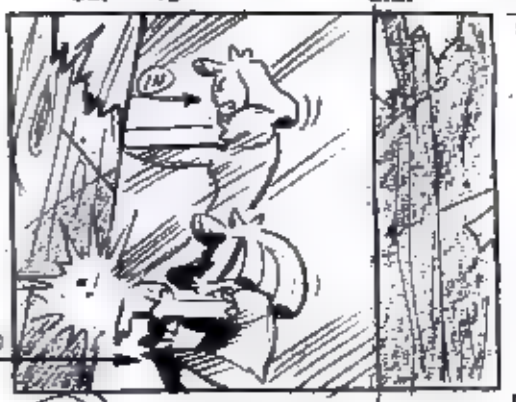
SC. CONT B.G.



SHE FIRES

BLAM!

SC. C143 B.G.



BABY DOLL BACKS INTO SC. FIRING

CUT

BLAM!

C142 PAGE

406 576

C142

1 — 78

C143

4x 8L 8L 8L 8L

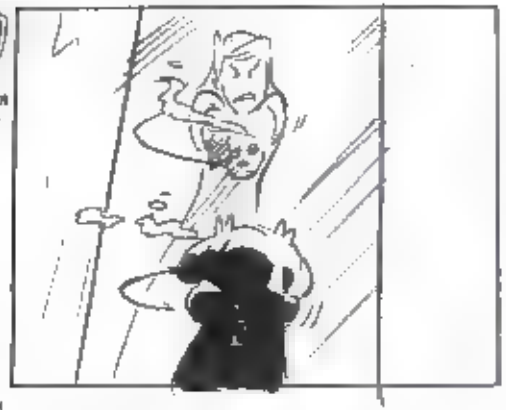
FIRING 4x BLAMS

4e

CONT.

C143

SC. C143 cont B.G.



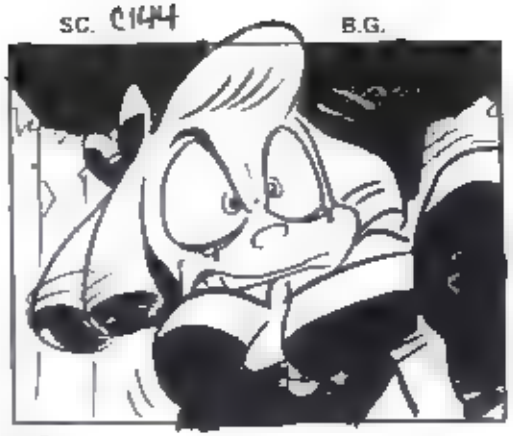
ACTION SHE TURNS TO FACE HER IMAGE

DIAL

TRANS. TRANS 4X | DISS 8X | HOLD 16X

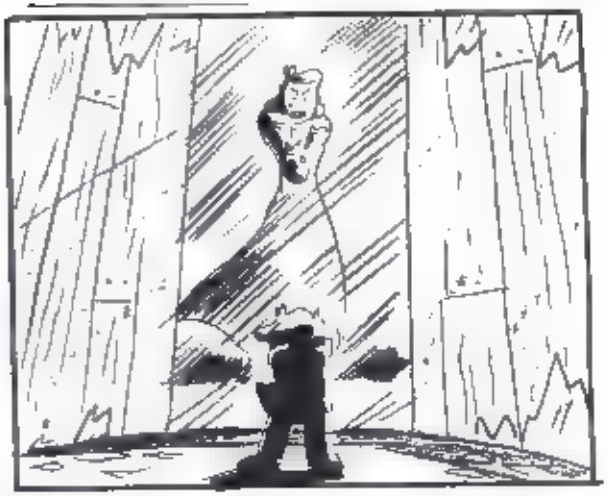
SLUGS 8

SC. C144 B.G.



CUT (MASCARA RUNNING W/ TEARS)

SC. C145 B.G.



CUT

406 ft

C144

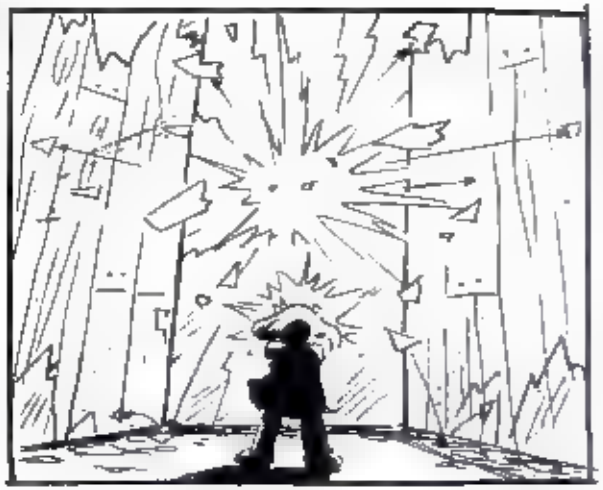
C145

(5)

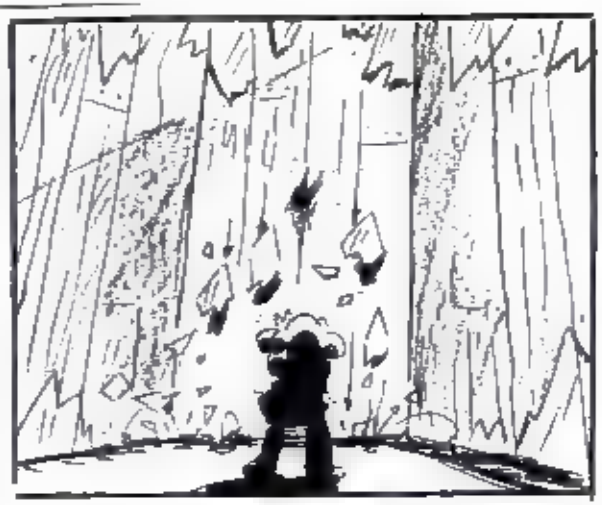
(5)

cont'd

SC. Cont B.G.



SC. Cont B.G



SC. C146 B.G. IN

C144

PAGE

406 576

ACTION

DIAL

TRANS.

SLUGS

CUT

ON HER FEET SHARD OF GLASS REFLECTING HER FACE

(STILL PULLING THE TRIGGER)

SHE FIRES - SHATTERING THE GLASS

SHARDS CASCADE DOWN — SHE KEEPS PULLING HER OUT OF BULLETS

CLICK! CLICK!

CLICK! CLICK!

C146

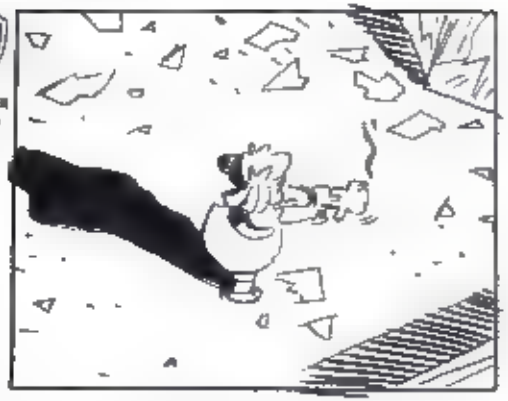
4-4

C-145

PAGE

406 576

SC. C147 B.G.



ACTION: CUT! HIGH ANGLE — STILL PULLING

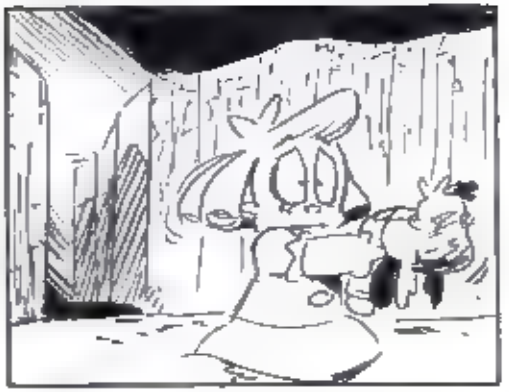
DIAL.

CLICK! CLICK!

FRAME.

SOUND

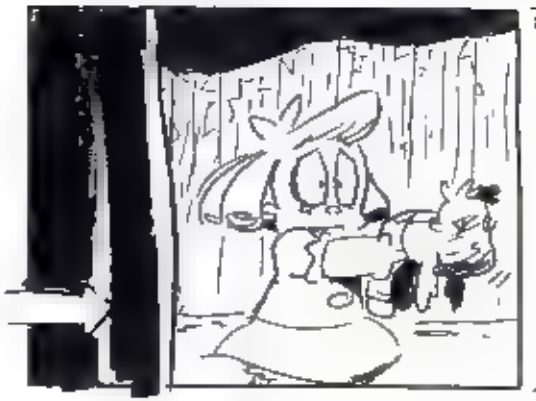
SC. C148 B.G.



CUT! STILL STARING STARK BLANKLY AHEAD — BATMAN INTO SC.

CLICK! CLICK!

SC. CONT B.G.



CLICK!

C147

C148

8"

c146?
SC. cont B.G.

SC. cont B.G.

SC. cont B.G.

c146
PAGE

406 576

ACTION HE REACHES FOR THE DOLL GENTLY — AND TAKES IT AWAY — HER HANDS STILL UP — SHE PUTS THEM DOWN SLOW

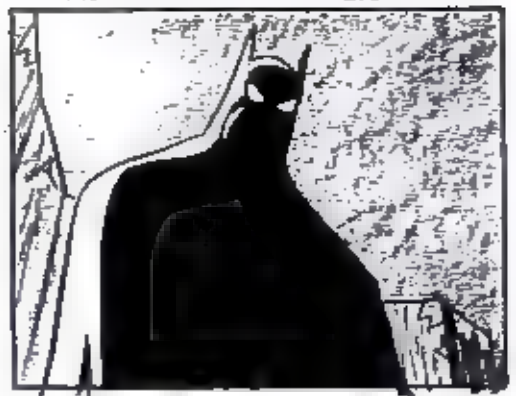
DIAL.

CLICK!

TRANS.

SLUGS

cont'd



C147
PAGE

406 576

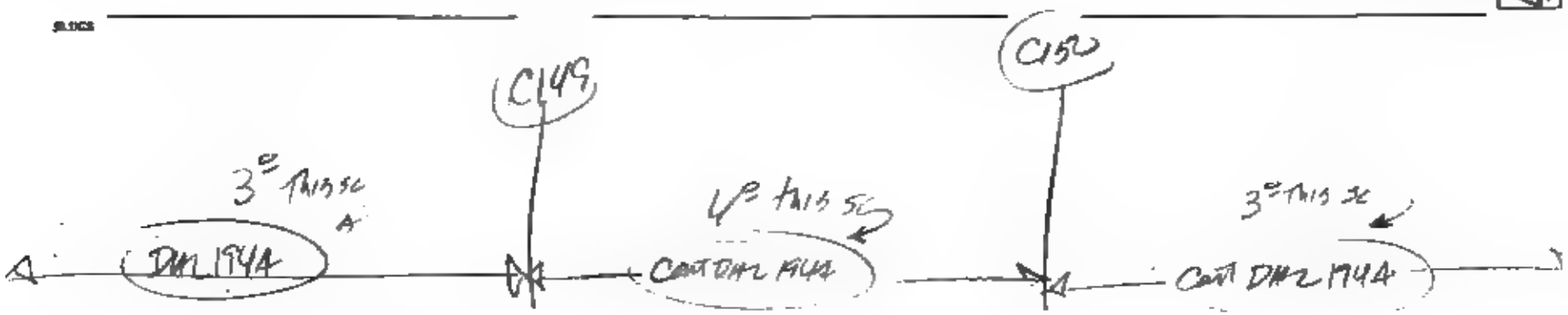
ACTION

DIAL

BABY DILL: CHUCKLES

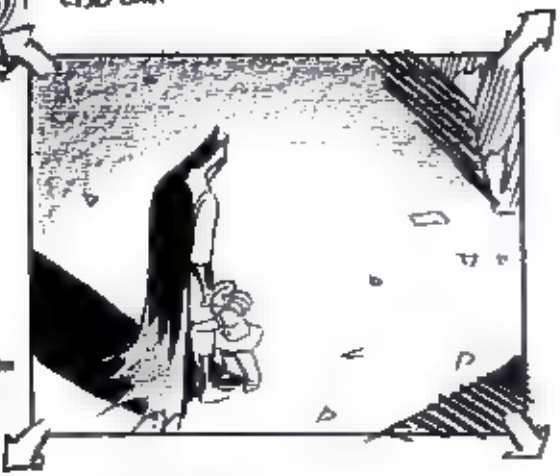
TRANS.

BLOCK



SC. B.G.

C150 cont

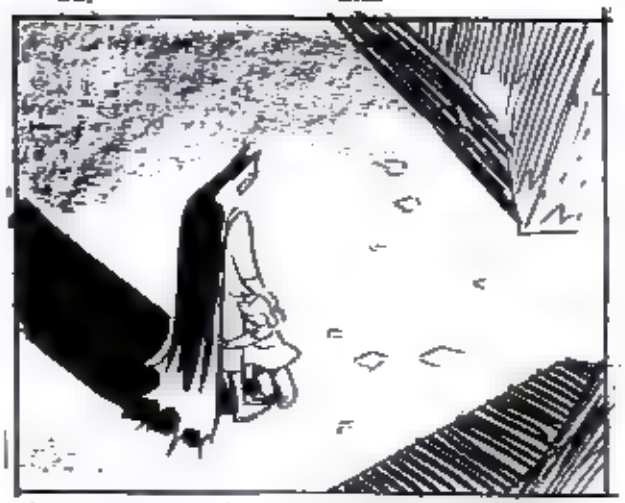


ACTION

DIAL

TRUCK OUT SLOW

SC. cont B.G.



BATMAN PUT HIS HAND ON HER HEAD. COMFORTING THE LITTLE GIRL

BABYDOLL:
I DON'T MEAN TO

SC. C151 B.G.

C148
PAGE

406 576

TRANS.

SLUGS

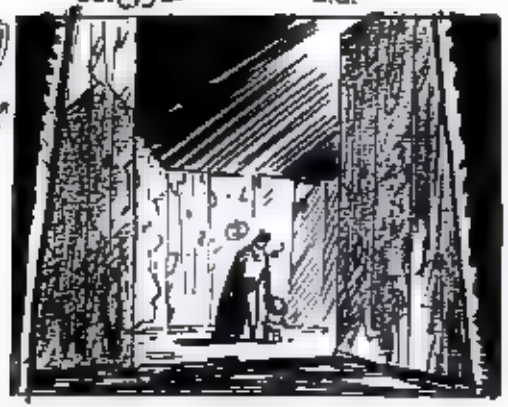
C151

2"

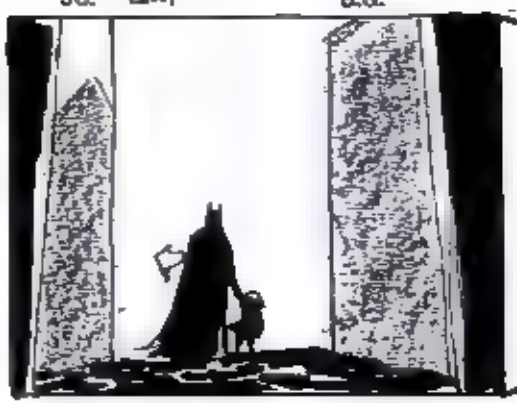
DIALOGS

5"

SC. C152 B.G.



SC. C151 B.G.



SC. B.G.

FADE OUT

END OF ACT III

C149

PAGE

406 576

ACTION

CUT

START SC. ① BATMAN. BACK TO CAM STILL IN PREVIOUS POSE

② THEY TURN — HOLD HANDS — WALK TOWARD CAM — INTO SHADOW

FADE OUT

DIAL

TRANS.

SLUGS

C152

12e

FADE OUT

24x

BATMAN

Warner Bros. Animation, Inc.

Production Number _____

Show BIRDS OF A FEATHER

Director _____

Storyboard by _____

SCENE 41 BG.

ACTION / ALL BLACK

DIAL.

TRANS.

SLUGS

SCENE cont' BG.

ACTION / PAINTING PULLED DOWN' ROOM & PENGUIN REVEALED

DIAL.

TRANS.

SLUGS

SCENE cont' BG.

ACTION / PAINTING DOWN

DIAL.

TRANS.

SLUGS

SCENE. 42 BG.

BACK UP

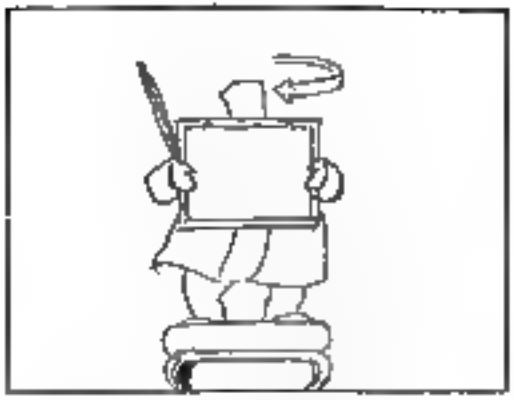
ACTION CUT / LONG SHOT
PENGUIN'S BACK TO CAM
STANDING ON PIANA SEAT

DIAL.

TRANS.

SLUGS

SCENE. 43 BG.



ACTION / TURNS TO FACE US

DIAL. PENGUIN
AH . . .

TRANS.

SLUGS

SCENE. 43 BG.

ACTION CUT / O.T.S.
PENGUIN ADMIRING THE PAINTING

DIAL. PENGUIN
AUDUBON

TRANS.

SLUGS

SCENE. 43 cont' - BG.

ACTION / TAKES TO CAM

DIAL. PENGUIN
MY PERSONAL FAVORITE

TRANS.

SLUGS

SCENE. Cont' - BG.

ACTION / HOLDS PAINTING TO HIS CHEST. PLANTS A KISS ON THE CANVAS

DIAL. PENGUIN
(KISS)

TRANS.

SLUGS

SCENE. Cont'. BG.

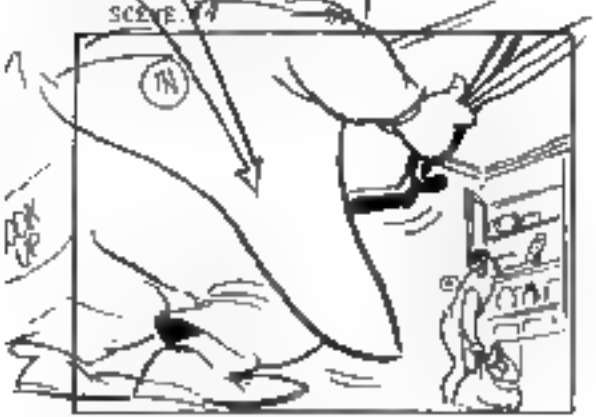
ACTION / HIGHLY JUMPS OFF THE SEAT WITH PAINTING

DIAL.

TRANS.

SLUGS

SCENE 44



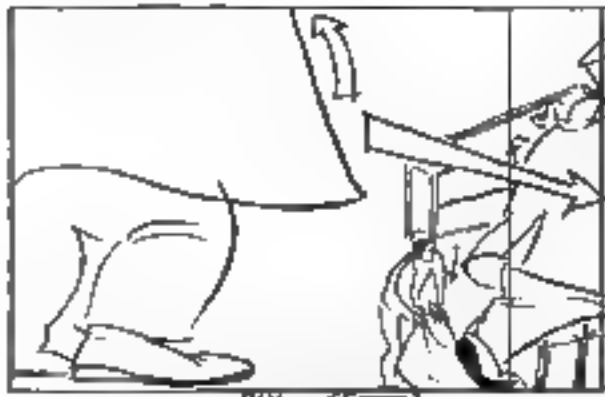
ACTION / LANDS INTO SC
CUT / LOW ANGLE
(A) PENGUIN LOOTING A TROPHY ORB(ING) PUTS STUFF INTO SACK

DIAL.

TRANS.

SLUGS

SCENE 44 cont. BG.



PAN START

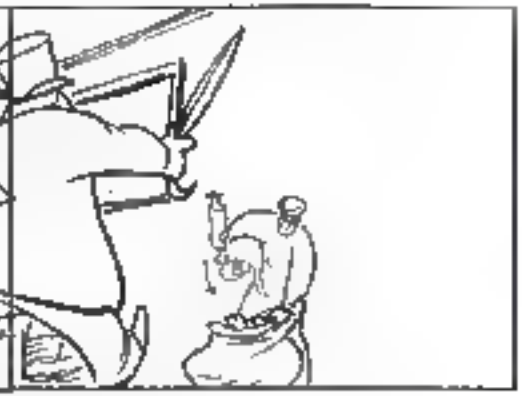
ACTION / PENGUIN STRAIGHTENS THEN TRIUMPHANTLY STRIDES ACROSS THE ROOM - GIVES ONLY ON THE PANNING PAN FOLLOW PENGUIN

DIAL.

TRANS.

SLUGS

SCENE BG.



ACTION PENGUIN (A) STUFFS HIS SACK

DIAL.

TRANS.

SLUGS

SCENE. BG.

ACTION

DIAL.

TRANS.

SLUGS

SCENE. 4 Panel. BG.

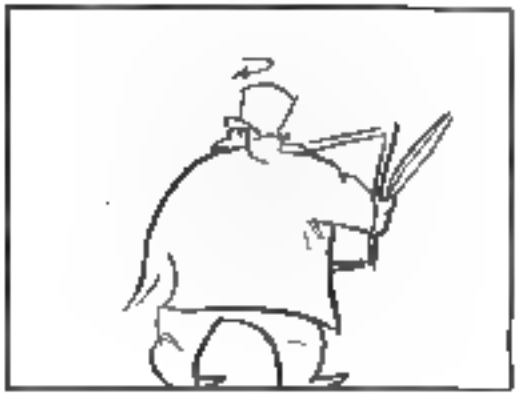
ACTION *Panning shot in front of [illegible]*

DIAL.

TRANS.

SLUGS

SCENE. BG.



ACTION *Pans to exit*

DIAL.

TRANS.

SLUGS

SCENE. 45 BG.

ACTION / FERGUSON INTO PC TRACK TO LIGHT FERGUSON (B) WALKS THROUGH BEHIND THEIR DRAGGING RIC SAC

FERGUSON

DIAL. SORRY ABOUT THE INTRUSION, SIR

TRANS.

SLUGS

SCENE. cont. BG.

ACTION

DIAL. BUT AT LEAST YOU'VE BEEN RANSACKED

TRANS.

SLUGS

SCENE. cont. BG.

ACTION / TURNS AT THE FOLD OF HIMSELF

DIAL. BY A MAN OF IMPECCABLE TASTE

TRANS.

SLUGS

SCENE. 46 BG.

ACTION (BUT!) / NEWSMAN (B) WALKS INTO F.G. HENRY (A) STANDING AT PAINTING AS IF IN MUSEUM — HENRY (B) SEES NEWSMAN — LOOKS AT HIS OTHER BUT, SURPRISED

DIAL.

TRANS.

SLUGS

SCENE 46AT BG.

ACTION

DIAL.

TRANS.

SLUGS

SCENE. 46AF. BG.

ACTION

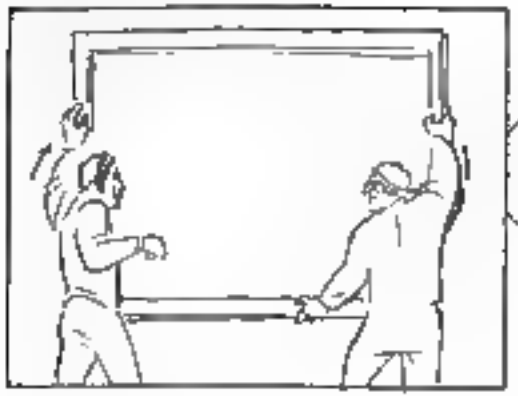
SLAMS HIM ONE (HE NOT = LARRY)

DIAL.

TRANS.

SLUGS

SCENE. 47 and 7. BG.



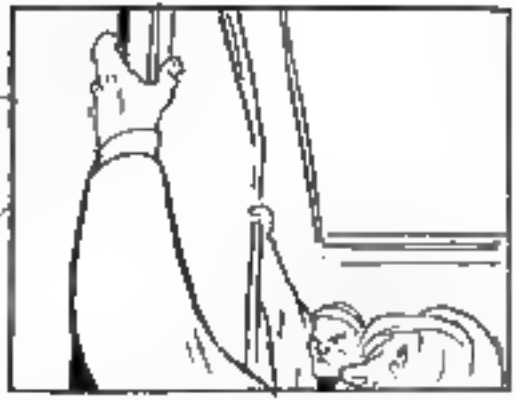
ACTION / THEY BURN HOLES UP THE SIDES OF THE TRAILER.

DIAL.

TRANS.

SLUGS

SCENE. 48 BG.



ACTION (CUT) / THEY ARE ABOUT TO TAKE IT DOWN

DIAL.

TRANS.

SLUGS

SCENE. 49 BG.

ACTION / THE HOODS TURN TO. TAKE THEIR ARMS TO THE WALL.

DIAL. MEHRERE MAL
HEY!

TRANS.

SLUGS

SCENE 48 BG. START

SCENE BG.

SCENE BG.

STOP

ACTION

DIAL.

EFFECTS

SLUGS

ACTION

DIAL.

EFFECTS

SLUGS

ACTION

DIAL.

EFFECTS

SLUGS

PAN OVER TO BATMAN AS HE APPROACHES TOWARD THE PENGUIN HERO SET.

SCENE. BG.

ACTION

DIAL.

TRANS.

SLUGS

SCENE. BG.

AB cont.

ACTION

DIAL.

TRANS.

SLUGS

SCENE. BG.

ACTION

DIAL.

TRANS.

SLUGS

BATMAN PURSUIT TO PENGUIN

PENGUIN PURSUES

BATMAN

TWO DAYS OUT OF PRISON

PAGE A11

SCENE A7 BG.

ACTION (CUT) / BATMAN WALKS INTO THE LIGHT

DIAL. BATMAN: AND YOU'RE BACK TO YOUR OLD GAMES, EH, PENGUIN?

TRANS.

SLUGS

SCENE A8 BG.

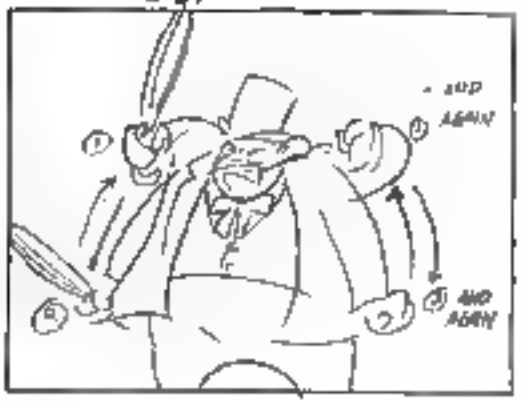
ACTION (CUT) / PENGUIN FURIOUS

DIAL. PENGUIN: YOU AGAIN - AND AGAIN

TRANS.

SLUGS

SCENE UNI. BG



ACTION /

DIAL. AND AGAIN!

TRANS.

SLUGS

SCENE. 11C (cont) BG.

ACTION / POINTS UMBRELLA LIKE MACHINE GUN

DIAL.

TRANS.

SLUGS

SCENE. 11C BG.

ACTION / FIRES AT BATMAN
SHELLS EJECTING. FALLS TO FLOOR

DIAL.
SFX: (MACHINE GUN FIRE

TRANS.

SLUGS

SCENE. 11 BG.

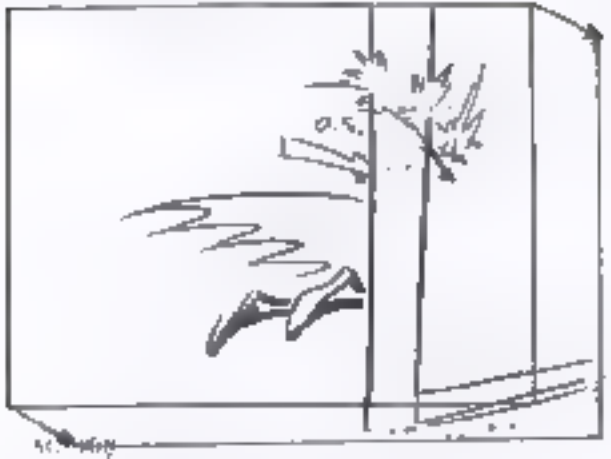
ACTION / CUT / BATMAN MOVES TO DUCK THE SHOTS
DIVES BEHIND WALL

DIAL.

TRANS.

SLUGS

SCENE 4A cont. BG.



ACTION

DIAL.

SFX MACHINE GUN FIRE cont.

TRANS.

SLUGS

SCENE cont. BG.

ACTION

DIAL.

TRANS.

SLUGS

SCENE 4B BG.

ACTION BULLETS SHRED THE WALL AND CARPET

DIAL.

TRANS.

SLUGS

SCENE. BG

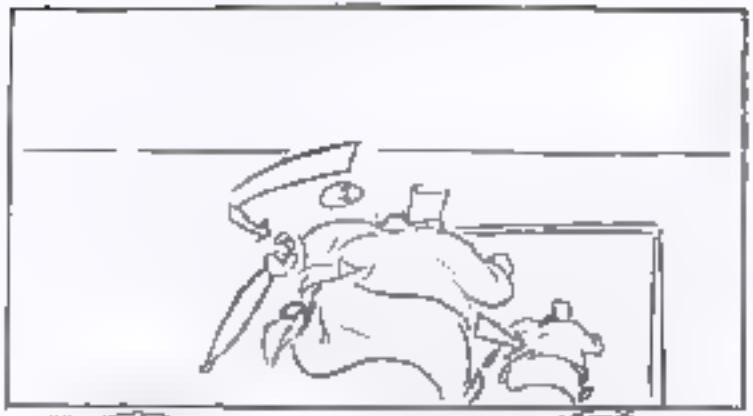
ACTION

DIAL.

TRANS.

SLUGS

SCENE. A 13 BG.



PAN (STOP) SLUG

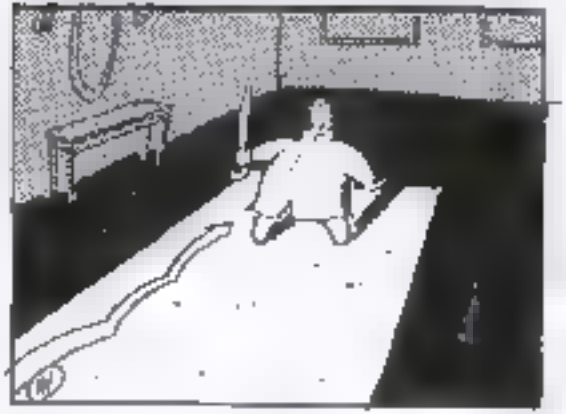
ACTION / OUT ① STOPS SHOOTING ② RUNS OFF TOWARD EXIT PAN FOLLOW

DIAL.

TRANS.

SLUGS

SCENE A 14 BG.



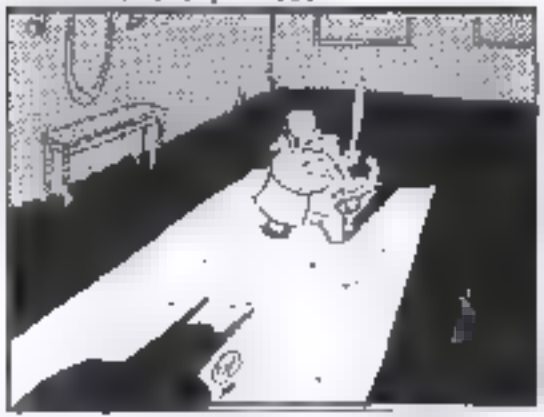
ACTION / OUT PENGUIN RUNS INTO IT. SLIDES TO A STOP LOOKS AROUND FOR AN EXIT

DIAL.

TRANS.

SLUGS

SCENE A14 cont BG.



ACTION / PENGUIN TURNS - PENGUIN AND AS BATMAN'S SHADOW COVERS AND SO

DIAL. CUT / CLOSE ON TERRORIST HAND PULLING OUT EGGS

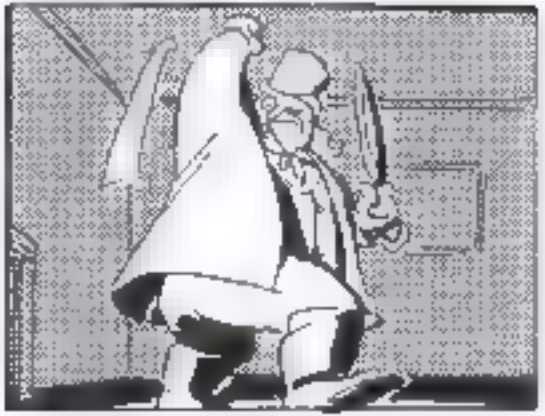
TRANS.

SLUGS

POCKET

A15

SCENE A16 BG.



ACTION CUT / PENGUIN ANTICS TO THROW DOWN EGGS

SCENE cont. BG

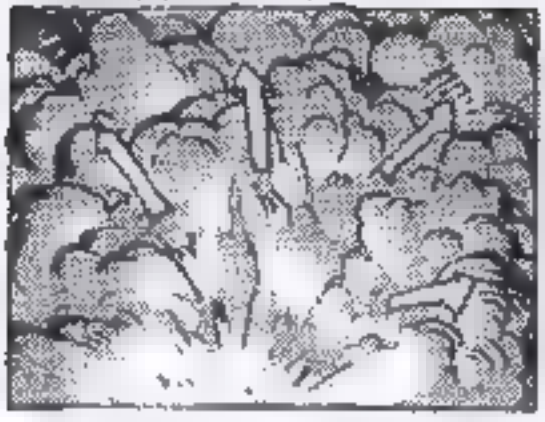
ACTION / SMASHES THEM TO THE FLOOR — THEY EXPLODE IN SMOKE

DIAL. SFX. POP!

TRANS.

SLUGS

SCENE Allcont. BG.



ACTION / SMOKE INSTANTLY FILLS THE ROOM

DIAL.
SFX - SMOKE SIZZLING OUT

TRANS.

SLUGS

SCENE. Cont. BG.

ACTION / BATMAN JUMPS IN

DIAL.

TRANS.

SLUGS

SCENE. Cont. BG.

ACTION / SWINGS AROUND NOT FINDING PENGUIN THEN LEAPS OUT TO SC. 27

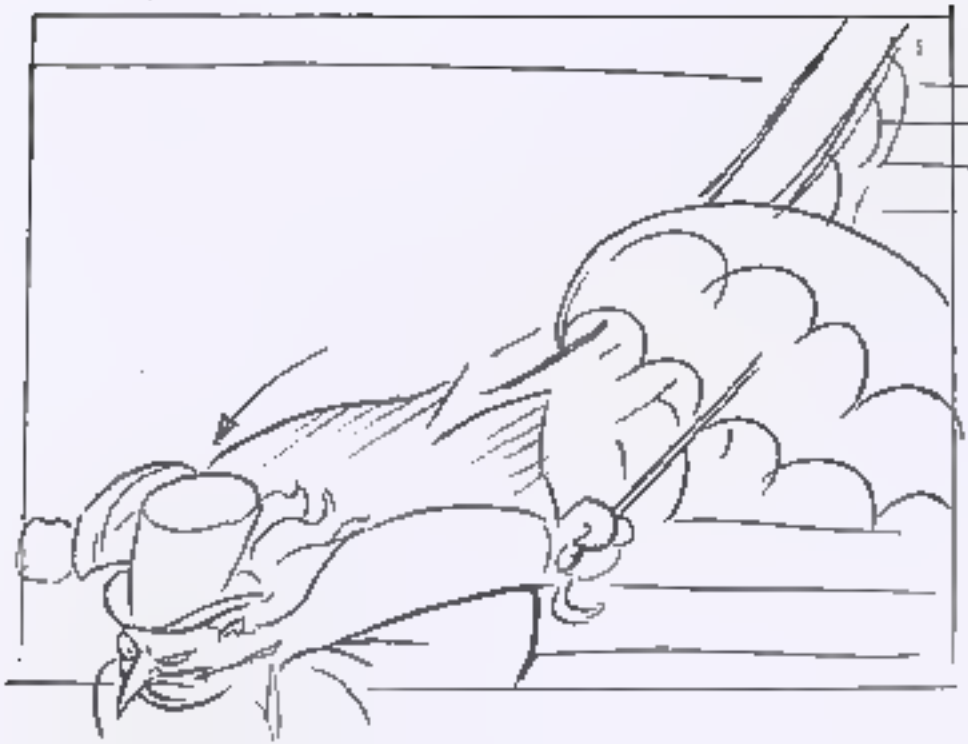
DIAL.

TRANS.

SLUGS

ACTION (A) -
CUT / PENGUIN RUNS INTO SC. ACAMS RAILING
(B) HITCH TO JUMP
(C) LEAPS ONTO RAILING
(D) SLIDES DOWN. AS UMBRELLA OPENS
(E) DROPS FROM

SC. 417 cont.

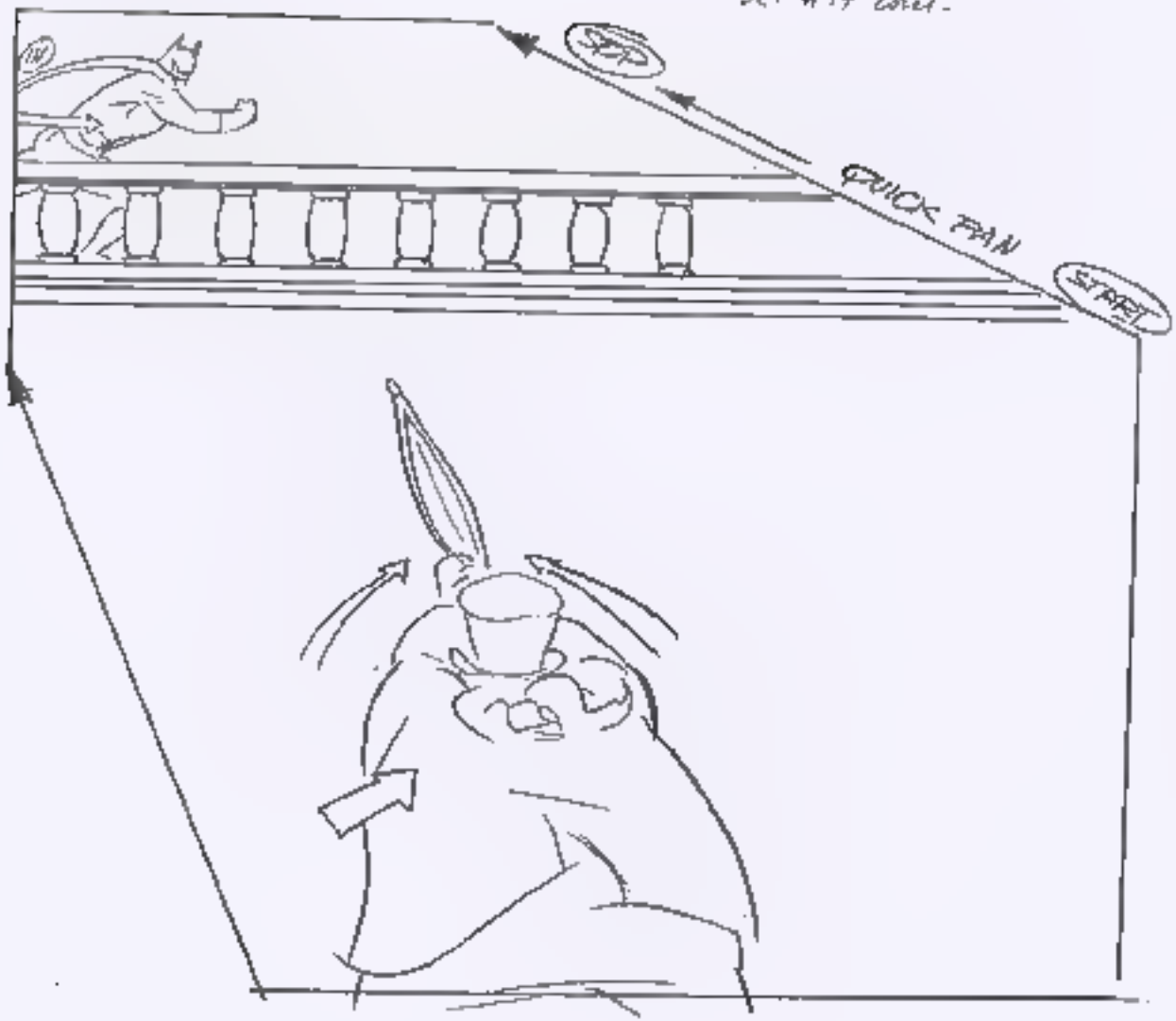


ACTION / PENGUIN LANDS

SC - A17 cont.

ACTION / HE SWINGS AROUND

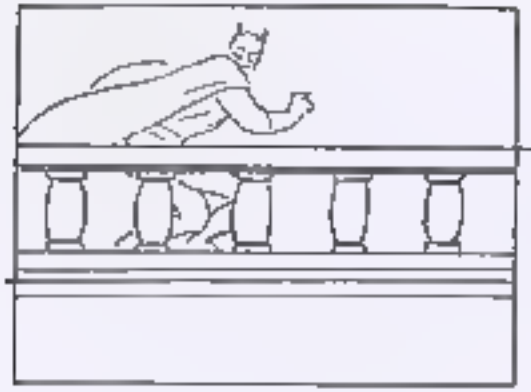
SC. 17 cont.



ACTION / POINTS HIS UMBRELLA UP

PAN UP TO BATMAN COMING INTO SC.

SCENE. 4 Panel BG.



ACTION / HE SEES PENGUIN TAKES

DIAL.

TRANS.

SLUGS

SCENE. cont BG.

ACTION / DIVES TO DOCK BUTTETS SLIDES TO A HALT

DIAL.

TRANS.

SLUGS

SCENE. BG.

ACTION

DIAL.

TRANS.

SLUGS

SCENE A 18 BG.

ACTION / CUT / ON BATMAN LIFTS HEAD TO LOOK AT PENGUIN BELOW

DIAL.

TRANS.

SLUGS

CUT / HIGH ANGLE LOOKING DOWN AT PENGUIN BACKING AWAY TOWARDS EXIT

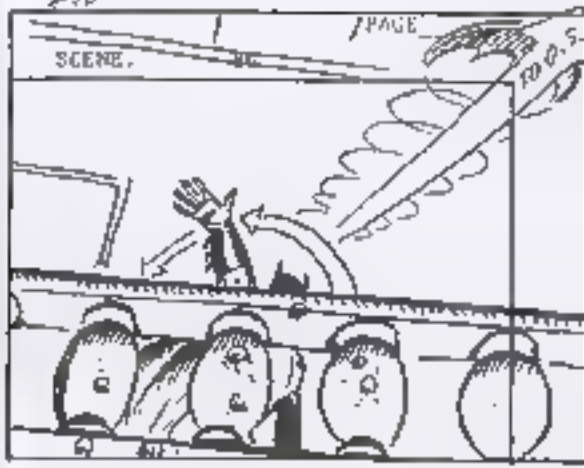
DIAL.

TRANS.

SLUGS

L-10

SCENE. BG. 1 PAGE



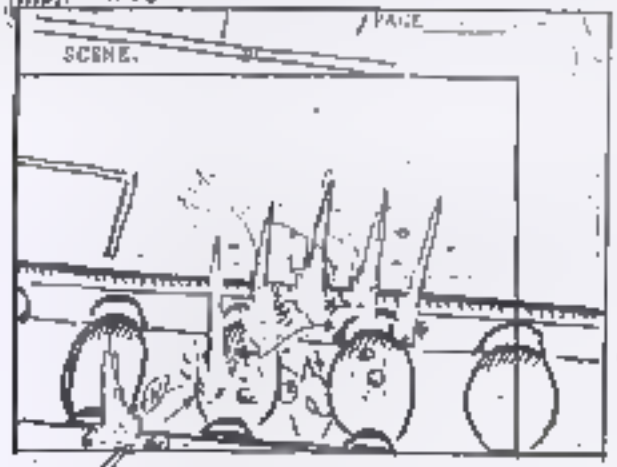
ACTION / CUT / LOW ANGLE ON BATMAN AS HURLS BATARANG HIGH

DIAL.

TRANS.

SLUGS

SCENE. PAGE



ACTION / BULLETS TEAR UP THE RAILING AGAIN FOLLOWS DIRECTION OF BATARANG

DIAL.

SFX. MACHINE GUN FIRE

TRANS.

SLUGS

SCENE. 121 BG.

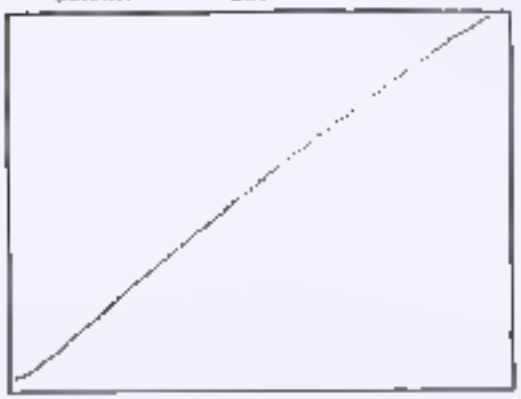
ACTION (CU) / CU PENGUIN ANGRY & DETERMINED TO TAG THE BATARANG

DIAL. PENGUIN: YOU'LL NEVER CAGE THIS BIRD AGAIN

TRANS.

SLUGS

SCENE. BG.



ACTION (1) ARM MOVES UP TRACKING THE O.S. BATARANG

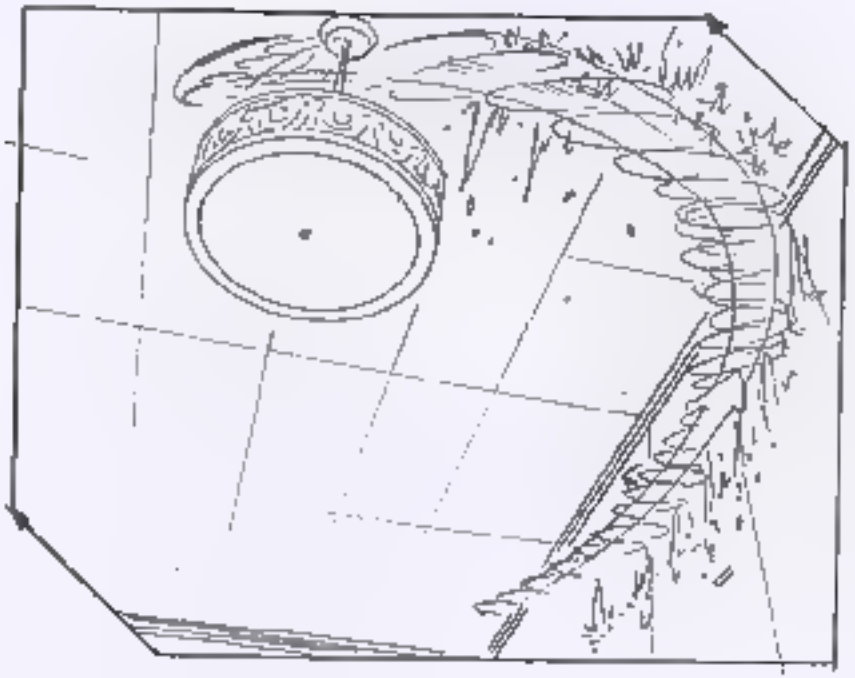
DIAL.

TRANS.

SLUGS

SCENE. 122 BC.

PAGE 83A



STOP

PAN START

ACTION / EXIT

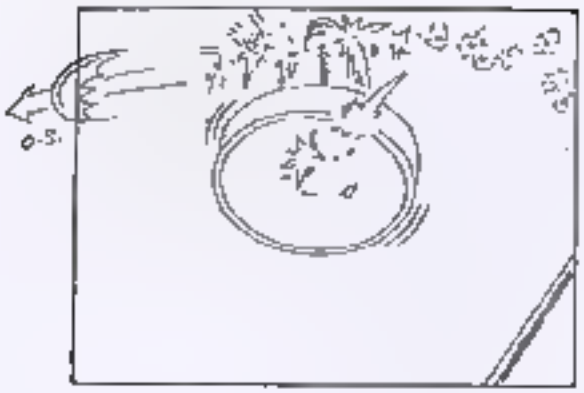
BATARANG SWINGS BACK LIKE A BOOMERANG

BULLETS TRACE IT'S PATH RIPPING UP THE WALL THEN THE CEILING

DIAG. PAN UP

AS BATARANG WHIP PAST THE LIGHTING FIXTURE

SCENE 122 cont. BG.



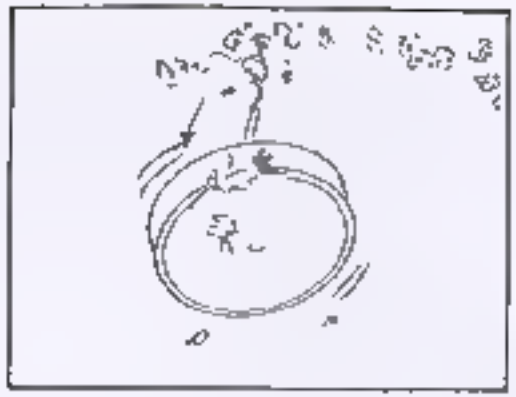
ACTION / BULLETS HIT THE LIGHT BATARANG GOES O.S.

DIAL.

TRANS.

SLUGS

SCENE cont. BG.



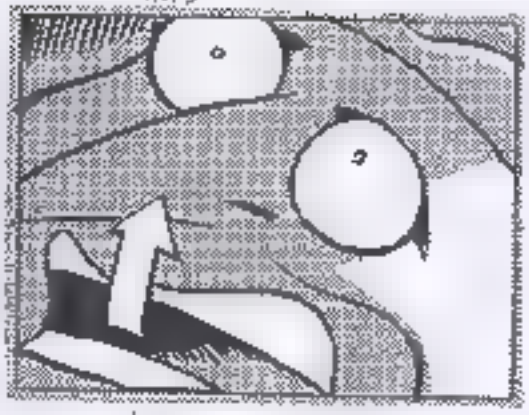
ACTION / LIGHT FALLS THEN STOPS HANGING BY A THIN WIRE

DIAL.

TRANS.

SLUGS

SCENE 123 BG.



ACTION CUT / CLOSE ON PENGUIN

DIAL.

TRANS.

SLUGS

SCENE. 124 BG.

ACTION WIRE SNAPS LIGHT FALLS TO CAM

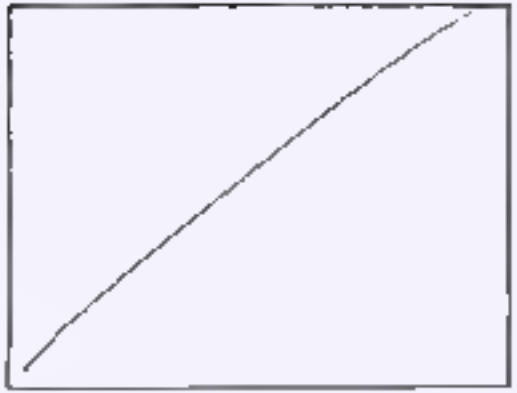
CUT

DIAL.

TRANS.

SLUGS

SCENE. BG.



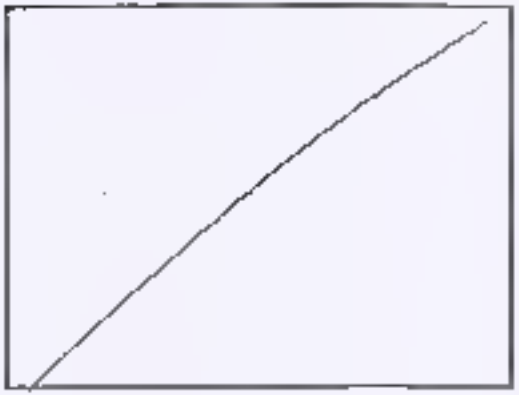
ACTION

DIAL.

TRANS.

SLUGS

SCENE. BG.



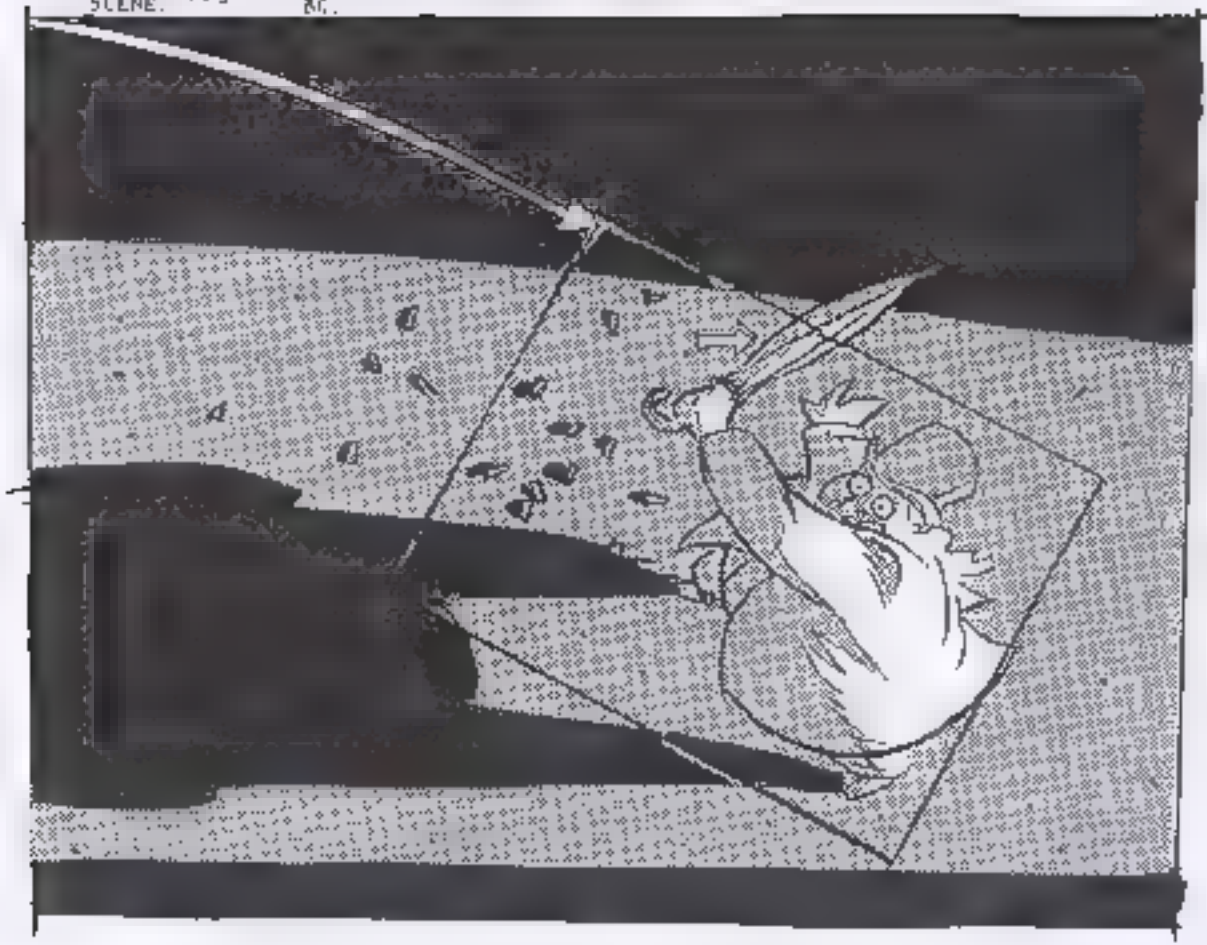
ACTION

DIAL.

TRANS.

SLUGS

SCENE. 125 BG.



ACTION / CUT
LIGHTS P.O.V.
TWIST TRUCK IN ON PENGUIN
HORRIFIED LOOK ON PENGUIN
TRIES TO DUCK (UNSUCCESSFUL)

PENGUIN
(SHRIEK!)

SC. 126

ACTION / CUT
TO BLACK

SFX. CRASH!

BATMAN

TM

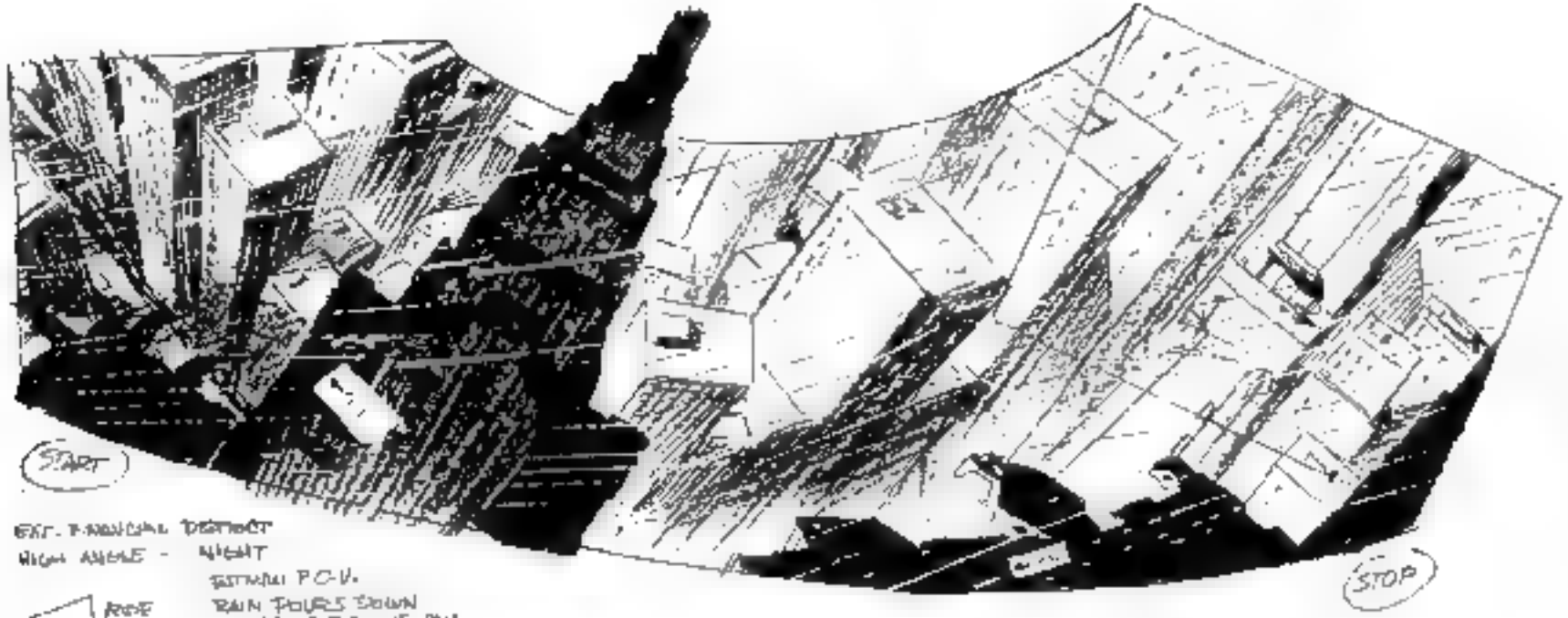
Warner Bros. Animation, Inc.

Production Number	406-579
Show	"RIDDLER'S REVENGE" - ACT III
Director	DAN RIBA
Storyboard by	BRIAN CHIN RONALDO DEL CARMEN JOE DENTON BUTCH LULIC
SUPERVISING PRODUCERS	ERIC RADOMSKI BRUCE TIMM

FINAL

DEC 0 8 1993

SCENE 81 BG.



EXT. FINANCIAL DISTRICT
HIGH ANGLE - NIGHT

ANGLE IN - INITIAL P.O.V.
RAIN POURS DOWN IN TORRENTS. WE CAN SEE THE STREETS FAR BELOW.

LIGHTNING BATHES THE SCREEN WHITE

PAN ALONG BUILDING TOPS

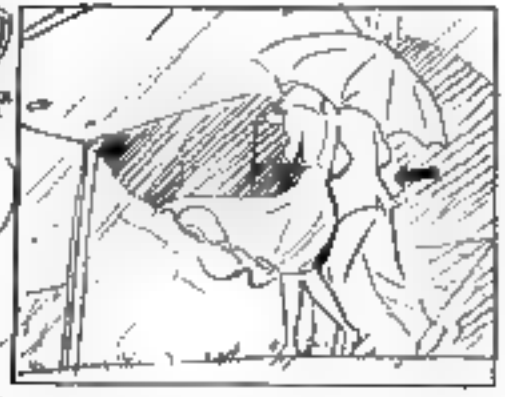
TO SETTLE ON THE FIRST NAIL-BANK FAR BELOW

LIGHTNING FLASH!

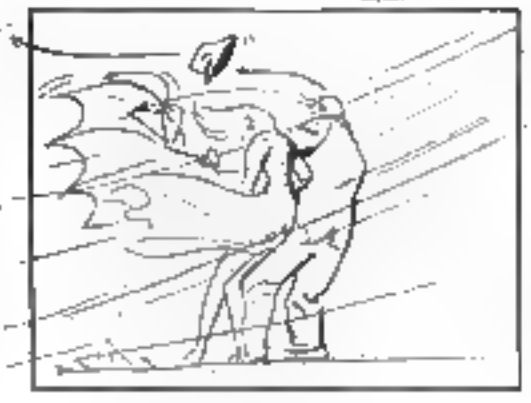
A COUPLE DRIGHT IN THE SCREEN WALKS IN FRONT OF IT

4976-979

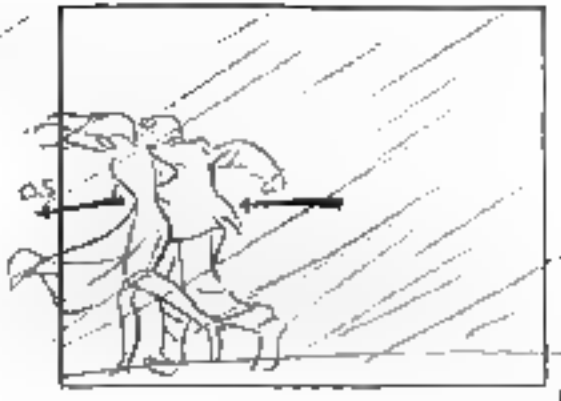
SC. 52 B.G.



SC. B.G.



SC. B.G.



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406 579

ACTION

COUPLE WALKS IN FRONT OF BANK — STRONG GUST OF WIND BLOWS THE UMBRELLA INSIDE OUT

DIAL.

SHE TURNS TO KEEP HER SKIRT DOWN

UMBRELLA BLOWS OUT OF HIS HAND

O.S.

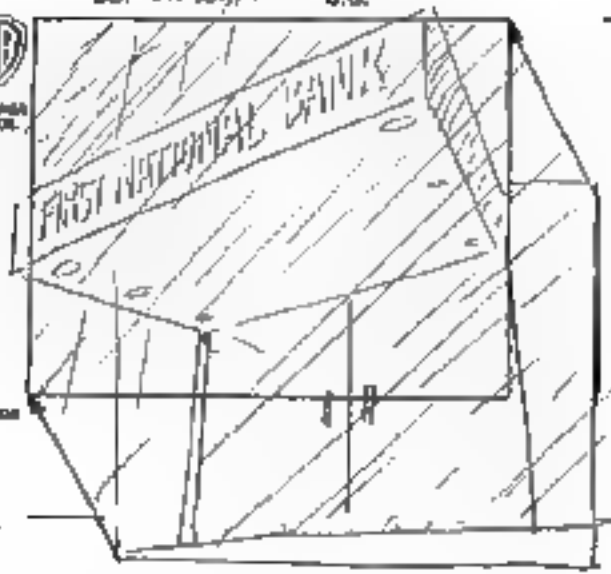
THEN THEY HAVE TROUBLE WITH IT — TO O.S.

SHE LOOKS INTO HIM

FOLEY

SLUGS

SC. 22 cont. B.G.



ACTION

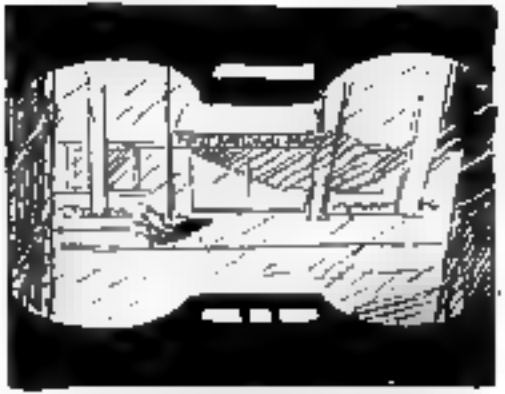
DIAL

TRIAL

SC. B.G.

DIAG. PAN UP TO FIRST NAT. BANK SIGN

SC. 23 B.G.



HOOK UP

BINOCULAR PERSPECTIVE. BATMAN'S P.O.V. COUPLE SCURRYING ACROSS — LIGHTNING FLASH

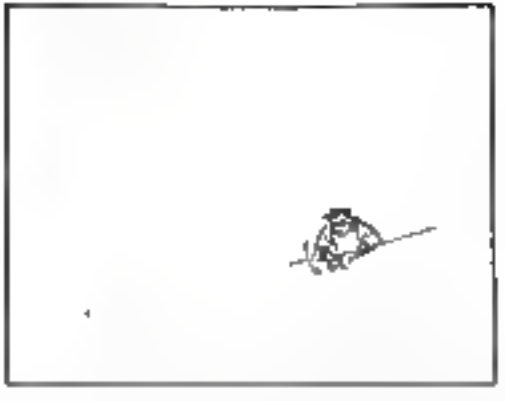
SFX: THUNDER CLAP

406 579

SC. 84 B.G.

MOVE UP WITH FLAME TORCH

SC. CONT. B.G.



SC. CONT. B.G.

84 PAGE

406 579

ACTION

CUT

BATMAN AND ROBIN SCANNING THE AREA W/ BINOCULARS - TOWN STILL BURNING

PERSON PUTS HIS BINOCS DOWN - IMPATIENT

PERSON LOOKS TO SEE HIS LURKER

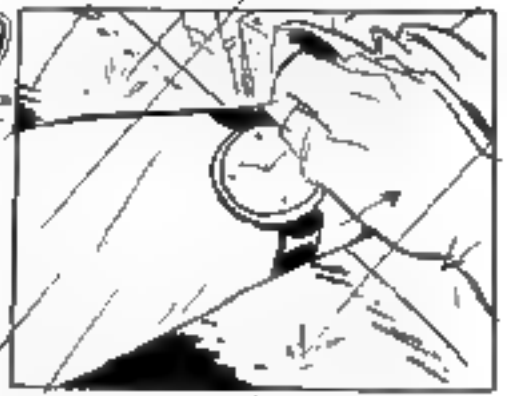
/BATMAN LEAPS THE CITY W/ TRIANGLE/ TURNING TO SCREEN LEFT/

DIAL

FRAME

OBJECT

SC. 35 B.G.



ACTION

CUT / ROBIN'S P.O.V. WORDS TEN MINUTES AFTER TEN

DIAL

SC. 36 B.G.

CUT / ROBIN LOOKING AT WATCH

SC. [illegible] B.G. 35 PAGE

ROBIN:
IT'S AFTER TEN

406 579

ACTION

NO DIALOGUE.

BAL.

ROBIN: a.s.

HE SHOULD HAVE BEEN HERE BY NOW

TEXT

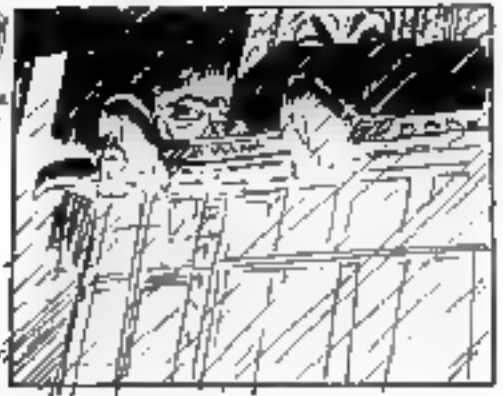
SLUG

NO SC. B8

PAGE

406 579

SC. B9 B.G.



ACTION: LONG SHOT - BATMAN'S CAPE BLOWING IN THE WIND

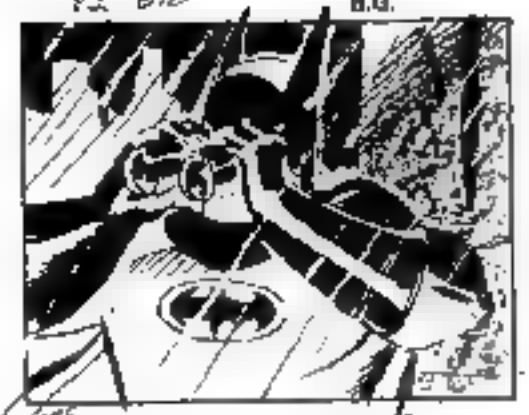
CUT

DIAL: ROBIN:
YOU KNOW, MAYBE WE'RE READING TOO THIS

TRANS.

SINGS

SC. B10 B.G.



CUT

BATMAN SCANS THE BUILDINGS BELOW

ROBIN: O.S.
MAYBE HE WASN'T SENDING A RIDDLE AT ALL

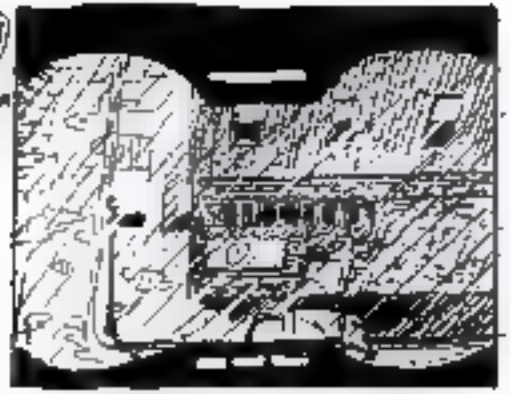
SC. B11 B.G.

A CUT

57 PAGE

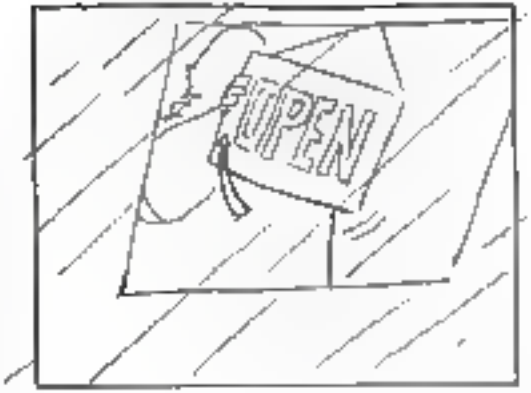
406 579

SC. 811 B.G.



SC. 812 B.G.

SC. 813 B.G.



BP PAGE

406 576

ACTION

CUT — (D) LIGHT IN BIG WINDOW GOES DIM — (E) LEAVES THE BOOK ON STORE AS BRIGHTEST LIGHT

CUT — CLOSER SHOT OF CHEAP BOOK AS SHOPKEEPER GRABS ONE END OF IT AND FLIPS IT OVER

DIAL

CONTINUE OF STORE WINDOW WITH OTHER HANDED FIGURES

TRANS.

BLOCK

SC. 212 cont. B.G.

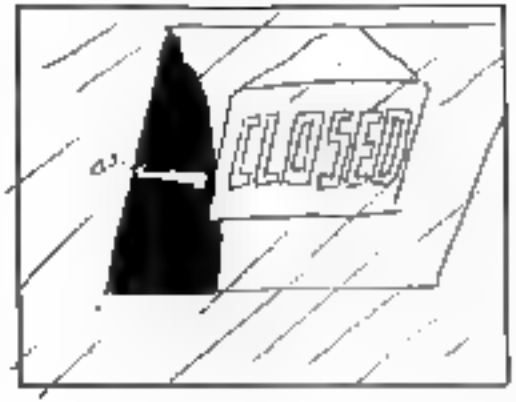
ACTION CLOSED SIDE TURNS TO CAM

DIAL.

FRAME

SLUGS

SC. cont. B.G.



— SHOP KEEPER WALKS AWAY TO O.S.

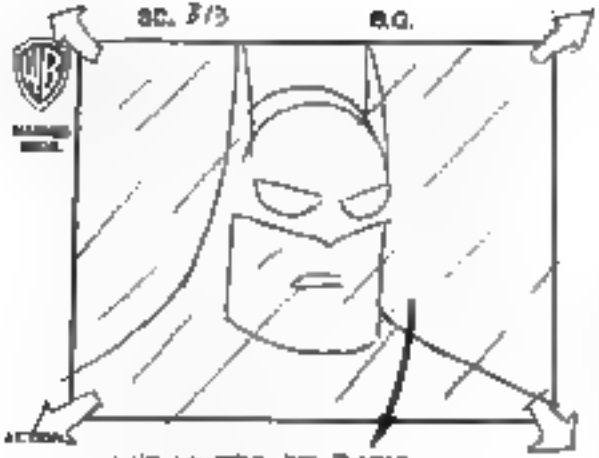
SC. 213 B.G.

OUT / ON BATMAN

57 PAGE

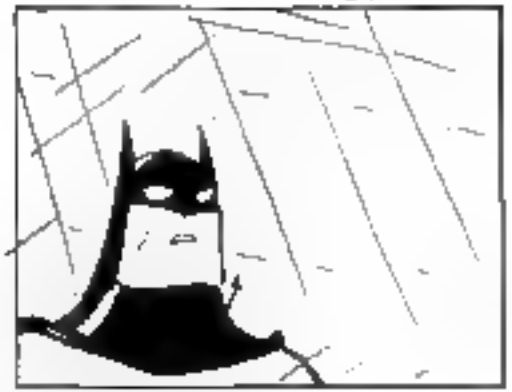
406 579

SC. 3/3 B.G.



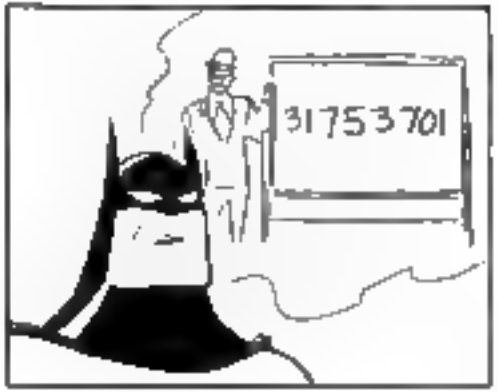
HE LOWERS HIS BLINDS TRUCK OUT AS HE TURNS

SC. cont. B.G.



HE LOOKS UP A BIT AS HE REMEMBERS RUDOLPH'S COMMERCIAL

SC. cont. B.G.



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PAGE

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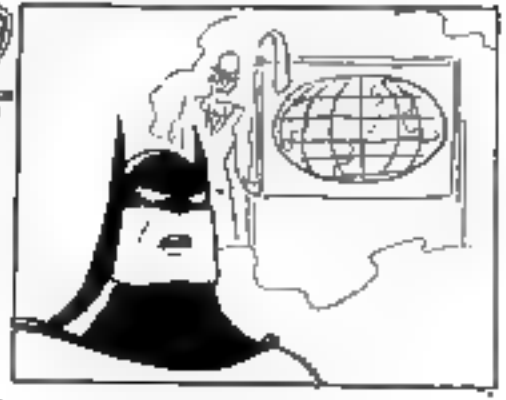
SC. 13 cont. B.G.



ACTION

DIAL.

BATMAN:
HE FLIPPED IT OVER

TRANS.

SOUND

SC. 14 B.G.

CUT / ROBIN LOOKING THROUGH HIS BINOCS AGAIN — REACTS TO BATMAN

DIAL.

TRANS.

SOUND

SC. B.G.

DIAL.

ROBIN:
WHAT?

TRANS.

SOUND

#11
PAGE

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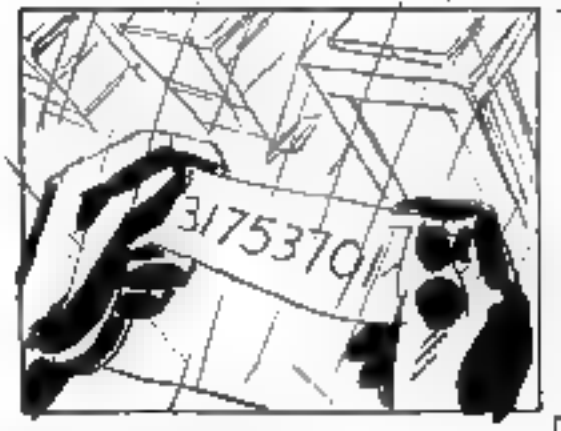
SC. 615 B.G.

SC. 6mm. B.G.

SC. 316 B.G.



6/2 PAGE

406 579

ACTION

CUT / BATMAN GRABS PIECE OF PAPER FROM HIS BELT — HOLDS IT IN FRONT OF HIM THROUGH THE NOTE — ROBIN GETS UP AND TAKES A STEP CLOSER

CUT / BATMAN'S P.O.V. ON NOTE

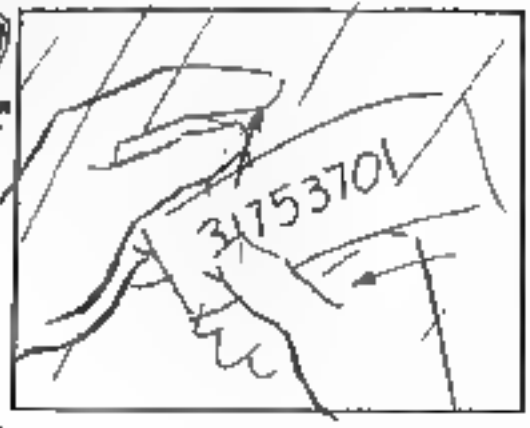
DIAL

BATMAN:
THE NUMBER. HE FLIPPED IT UPSIDE DOWN WHEN HE TURNED THE CHALKBOARD OVER.

FRAME

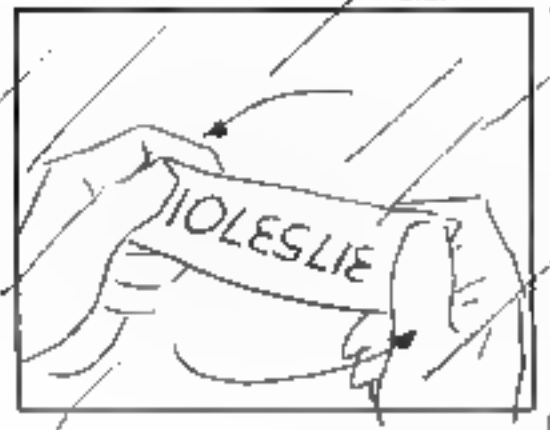
BLOCK

SC. B14 B.G.



SC. cont'd B.G.

SC. cont'd B.G.



B13
PAGE

ACTION

HE TURNS THE NOTE OVER.

DIAL.

TRANS.

SOUND

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SC. 5/7 B.G.

ACTION

CUT / ROBIN PEERS AT THE NOTE AND TILTS HIS HEAD TO READ IT

DIAL

TRANS.

SLATE

SC. cont. B.G.

THEN LOOKS UP AT BATMAN AS HE SAYS DIAL

ROBIN:
TEN LESLIE?

SC. 5/8 B.G.

CUT / BATMAN LOOKS UP

BATMAN:
IT'S AN AIRBRICS.

5/9
PAGE

406 529

SC. 820 B.G.

HIGH ANGLE – LONG SHOT

CUT

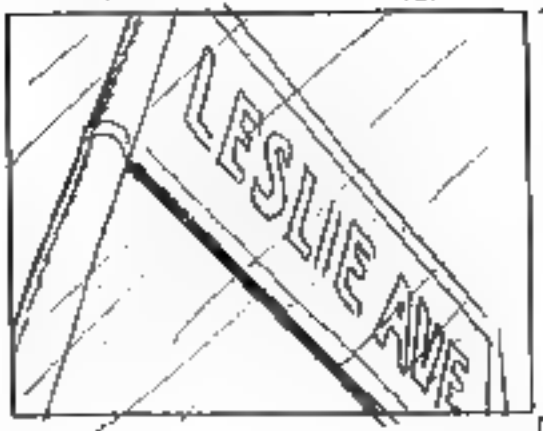
SC. 821 B.G.

LOW ANGLE – LOOKING UP AT STREET SIGN

CUT

SC. cont. B.G. 815

PAGE



LIGHTNING FLASH

ACTION

DIAL

TRAIN:

WE'RE IN THE WRONG PLACE

TRAIN

BLIND

406 904 679

706 579

PAGE 2/16

STOP

LESLIE AVE

START

SCENE, B&W comic BG.

SC. 822 B.G.

CUT

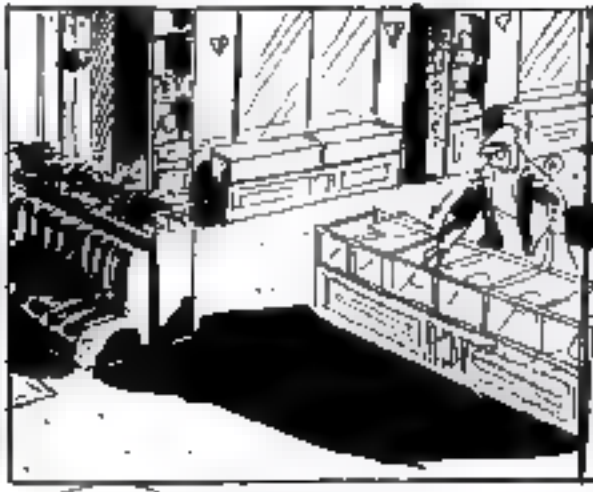
CAMERA DEAR LEADING TO THE JEWELRY STORE

LIGHTNING FLASH FROM WINDOW INSIDE THE STORE — NOW MUFFLED

PANEL — AS SILHO SHADOW FACTOR MANNY CROSSES THE DOORWAY TO O.S.

BLANKS

SC. 823 B.G.



START

ON ZOOM AS HE REACHES FOR JEWELRY — PAN

THEN REACHES IN AGAIN TO GET ANOTHER

SC. 824 B.G.

TO MANNY TALKING TO HIGMAN ON WALKIE-TALKIE RADIO

STOP

MANNY

NOT A SIGN OF HIM ANYWHERE, MR. HIGMAN

406 579

SC. 824 B.G.

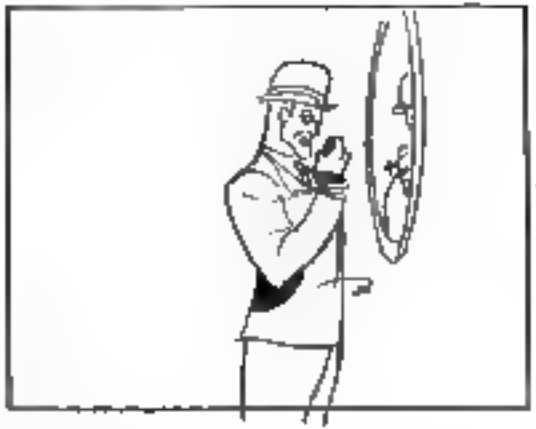
ACTION: MR. RICHARD LAWRENCE ENTERS RIDDLER SPEAKS INTO HIS TWO-WAY RADIO

DIAL: RIDDLER HE MUST BE LOSING HIS TOUCH

TRACK:

SLUGS:

SC. 824-2 B.G.



TURNS TO THE MIRROR NOT LOOKING INTO IT

RIDDLER ALRIGHT

SC. 825 B.G.

SAYS DIAL 3D TWO-WAY RADIO

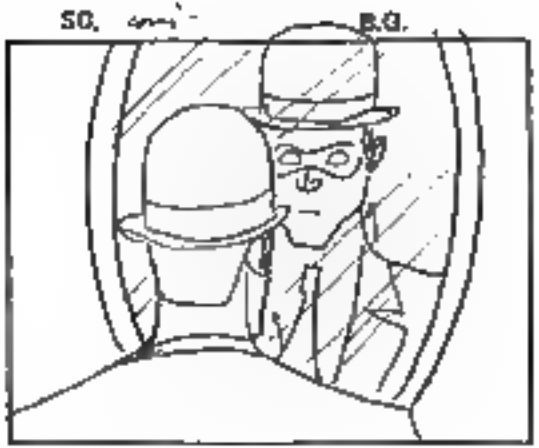
HURRY UP AND GET OUT OF THERE

814 PAGE

40679

SC. B 25 cont. B.G.

SC. cont. B.G.



SC. cont. B.G.

ACTION

TOSS IT AWAY TO O.S. (ROCKETS IT)

HAND O.S.

LOOKS AT HIS REFLECTION

SMILES, AS HIS HAND REACH UP TO ADJUST HIS TIE

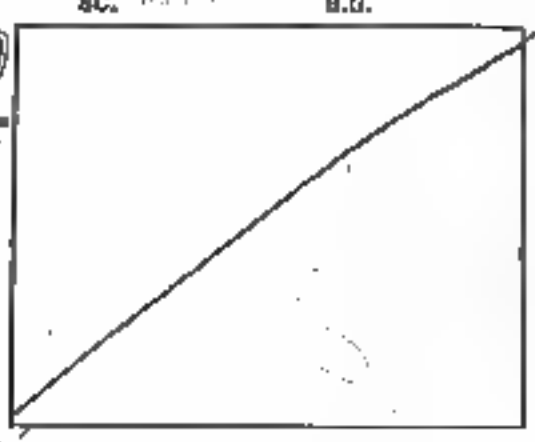
DIAL.

TRAVEL

BLOCK

406 579

SC. 827 B.G.



SC. 826 B.G.

SC. cont. B.G.

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ACTION

(cut) LOUIS FIRST - PUSHES OBSCURING HIS TIE — HE NOTICES SHELL LOOKING AT THE MIRROR OBSCURING HIMSELF SIDEWAYS

DIAL.

FRAME

SLATE

406 579

SCENE. C100 cont. BG.

ACTION / MAD-DOG JERKS MATCHES UP

DIAL.

TRANS.

SLUGS

SCENE. C101 BG.

ACTION / CUT MAD-DOG GRAB MATCHES AT THE SHOULDER TO TURN HIM

DIAL.

TRANS.

SLUGS

SCENE. cont. BG.

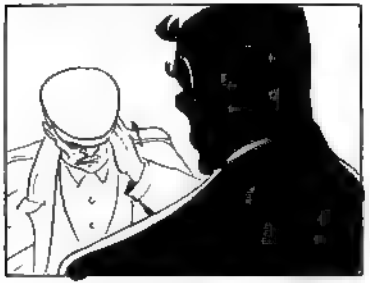
ACTION / HE TURNS HIM AND SHOVES MATCHES GRUFFLY -- MATCHES STUMBLES, UNSTABLE -- HE HAS A HEADACHE

DIAL. TWO-FACE WHO ARE YOU?

TRANS.

SLUGS

SCENE. C101 Cont'. BG.



ACTION / MATCHES HOLDS HIS HEAD

DIAL. TWO-FACE: WHAT ARE YOU DOING HERE?

TRANS.

SLUGS

SCENE. C102 BG.

ACTION CUT / MATCHES SPEAKS RUBBING HIS HEAD

DIAL. MATCHES: MATCHES MALLONE... HEARD

TRANS.

SLUGS

SCENE. Cont'. BG.

ACTION / HE LOOKS UP--EYES BLINKING AWAY HIS DIZZINESS

DIAL. ABOUT A NEW MOB... THOUGHT

TRANS.

SLUGS

SCENE. C102 cont. BG.

ACTION: HE TRIES TO SEE WHO IS IN FRONT OF HIM

DIAL. MATCHES: I COULD MAKE MORE DOUGH

TRANS.

SLUGS

SCENE. C103 BG.

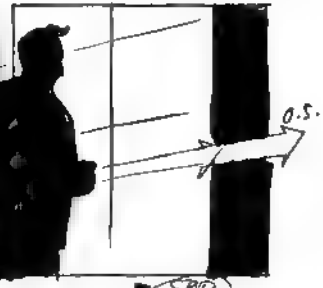
ACTION: TWO-FACE STEPS CLOSER FOR "IS THAT SO?" THEN WALKS AWAY PAN TO FOLLOW

DIAL. TWO-FACE: IS THAT SO...

TRANS.

SLUGS

SCENE. BG.



ACTION

DIAL. TWO-FACE: WELL YOU HEARD RIGHT

TRANS.

SLUGS

WARNER BROS.

SCENE. C104 BG.

ACTION / CUT / TWO-FACE INTO SC. IN FRONT OF WINDOW HIS HAND MOVES OUT, FLIPS A COIN THEN CATCHES -- THEN HE DELIVERS DIAL

DIAL. TWO-FACE: IN FACT YOU CAN

TRANS.

SLUGS

SCENE. cont. BG.

ACTION / HE SPEAKS OVER HIS SHOULDER AT O.S. MATCHES, GESTURES TO "DOUBLE" THEN HAND DOWN

DIAL. TWO-FACE: DOUBLE YOUR TAKE ON THE JOBS WE'RE PULLING

TRANS.

SLUGS

SCENE. C105 BG.

ACTION / CUT / MATCHES WATCHES T.F. AS HE ENTERS SC. THEN T.F. BEGINS DIAL

DIAL. TWO-FACE: ASSUMING

TRANS.

SLUGS

406-557

SCENE. C106 BG.

ACTION CUT — TWO-FACE IN SHADOW WALKS TOWARD CAM

DIAL. TWO-FACE: I LET YOU

TRANS.

SLUGS

SCENE. cont. BG.

ACTION — INTO LIGHT -- WE SEE IT'S TWO-FACE

DIAL. LIVE TO JOIN MY GANG

TRANS.

SLUGS

SCENE. C107 BG.

ACTION CUT — MATCHES REACTS -- SURPRISE

DIAL.

TRANS.

SLUGS

406 557

WARNER BROS.

SCENE. C108 BG.

ACTION CUT TWO-FACE STEPS CLOSER TO MATCHES

DIAL. TWO-FACE: MATCHES MALONE, HUH?

TRANS.

SLUGS

SCENE. omit. BG.

ACTION HE TURNS -- HE EYES MATCHES UP and DOWN THEN DIAL "NEVER HEARD OF YOU"

DIAL. TWO-FACE: NEVER HEARD OF YOU

TRANS.

SLUGS

SCENE. C109 BG.

ACTION CUT TWO-FACE TURNS HIS HEAD FOR DIAL

DIAL. TWO-FACE: BUT THERE'S SOMETHING ABOUT YOU I DON'T LIKE

TRANS.

SLUGS

406-557

SCENE. C109 cont. BG.

ACTION / SHE TURNS TO FACE MATCHES FULL LEANS INTO HIM, JABS A FINGER IN MATCHES' CHEST

DIAL. TWO-FACE
NUTHIN' I CAN PUT MY FINGER ON

TRANS.

SLUGS

SCENE. C110 BG.

ACTION CUT / TWO-FACE PULLS BACK STRAIGHT "BUT I TRUST MY HUNCHES"

DIAL. TWO-FACE:
BUT I TRUST MY HUNCHES

TRANS.

SLUGS

SCENE. cont. BG.

ACTION / TURNS AWAY INTO SHADOW AS IF TO WALK AWAY, THEN DELIVERS DIAL.

DIAL. TWO-FACE:
KINDA LIKE

TRANS.

SLUGS

406_557

WARNER BROS.

PAGE C 93

SCENE C110 cont. BG.

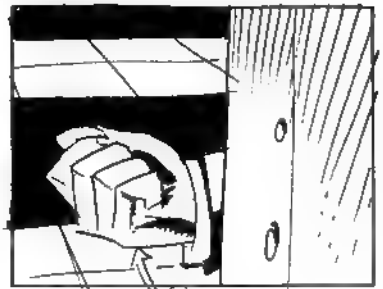
ACTION / QUICKLY TURNS BACK POKES HEAD INTO THE LIGHT ON "SECOND SIGHT" HIS BAD EYE BULGES

DIAL. SECOND SIGHT, YOU KNOW

TRANS.

SLUGS

SCENE. C111 BG.



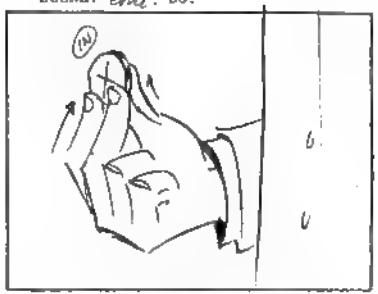
ACTION CUT ON TWO-FACE'S HAND AS IT COMES UP INTO SC.

DIAL.

TRANS.

SLUGS

SCENE. cont. BG.



ACTION / FINGER LIFT HIS COIN INTO SC

DIAL.

TRANS.

SLUGS

406 557

WARNER BROS.

PAGE C94

SCENE. C112 BG.

ACTION HE LIFTS THE COIN IN FRONT OF MATCHES' FACE

CUT

DIAL. TWO-FACE: GOOD HEADS YOU LIVE--

TRANS.

SLUGS

SCENE. C113 BG.

ACTION CLOSE ON TWO-FACE HE TURNS THE COIN TO ITS SCARRED FACE

CUT

DIAL. TWO-FACE: BAD HEAD, YOU DON'T. SIMPLE, HUH?

TRANS.

SLUGS

SCENE. C114 BG.

ACTION MAD-DOG COCKS HIS GUN

CUT

DIAL. SFX: SHOTGUN COCKED

TRANS.

SLUGS

406 557

SC. 479

(A)

CUT / LOW ANGLE ON PHONE (A)

SFX RING

PENGUIN: HOLD ON, HOLD ON I'M COMING

(B) / PENGUIN'S HAND INTO SC. (1)

LIFTS PHONE UP (2)

PAN TRUCK OUT TO PENGUIN

PENGUIN: HELLO

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SCENE. B1 BG.

ACTION

DIAL.

TRANS.

SLUGS

SCENE. BG.

FADE IN

EXT. GOTHAM PARK TOWER NIGHT

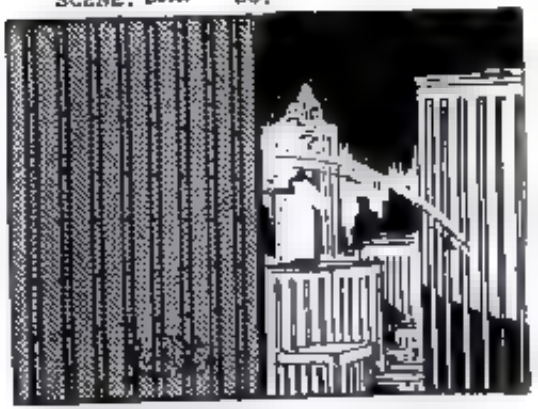
OPEN ON BUILDINGS HOLD FOR 2 BEATS THEN PAN SLOW LEFT

DIAL.

TRANS.

SLUGS

SCENE. cont. BG.



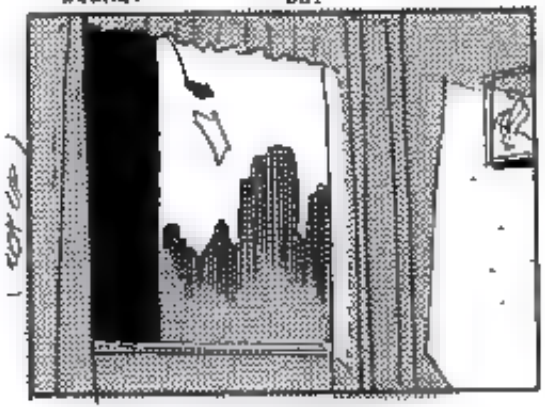
ACTION
AS PAN STOPS A PUFF OF SMOKE APPEARS AS A SPIKE GUN IS FIRED. SPIKE MAKE LONG ARC DOWN TOWARD THE FARTHER BLDG.

DIAL. SFX: (SPIKE GUN FIRE)

TRANS

SLUGS

SCENE. 82 BG.



ACTION MT. FALLBROOK ACT. ON WINDOW AS THE SPIKE HEADS FOR IT

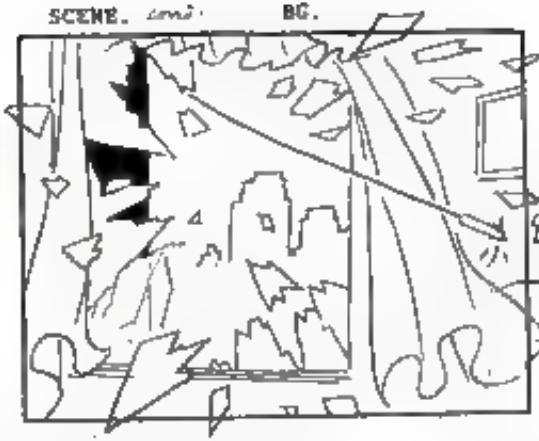
CUT

DIAL.

TRANS.

SLUGS

SCENE. 82 BG.



ACTION BREAKS IT — EMBEDS ITSELF TO THE WALL

WIND RUSHES IN -- CURTAINS FLAILING Hold on Window

DIAL. SFX. (GLASS BREAKING) WIND RUSHING IN

TRANS.

SLUGS

SCENE. 82 BG.

ACTION THEN THREE SILLOS INTO SC. FROM THE DISTANT BLDG.

DIAL.

TRANS.

SLUGS

SCENE. 82 cont. BG.

ACTION SILLOS SWING CLOSER TOWARD WINDOW

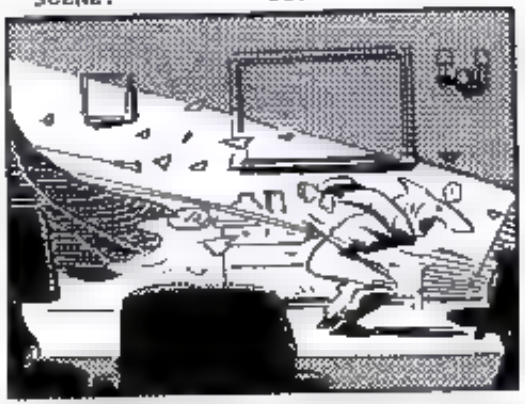
DIAL.

TRANS.

SLUGS

Hook UP

SCENE. 83 BG.



! STAY ON SAFETY LINE

CUT

SHARK GOES THROUGH THE WINDOW TAKING SOME OF THE WINDOW W/ HIM

① HE LANDS FIRMLY ON THE FLOOR

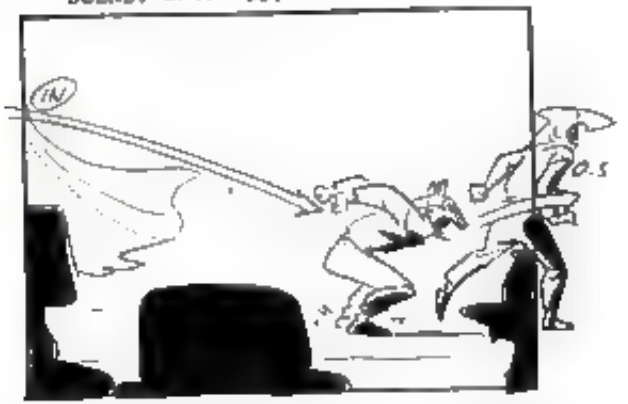
② CUSHIONS

DIAL.

TRANS.

SLUGS

SCENE. cont. BG.



ACTION WHEN SHARK CONTINUES ACTION AS HE STRIDES TO O.S. THE TOY FOLLOWS THROUGH THE WINDOW RIGHT AS SOON AS SHARK LEAVES HIS SPACE.

DIAL.

TRANS.

SLUGS

SCENE. 184 BG.

ACTION (A) THE NATURE LANDS... AS (B) ROX STEPS FORWARD TO ONE SIDE OF THE SHARK

CUT

DIAL.

TRANS.

SLUGS

SCENE. cont. BG.

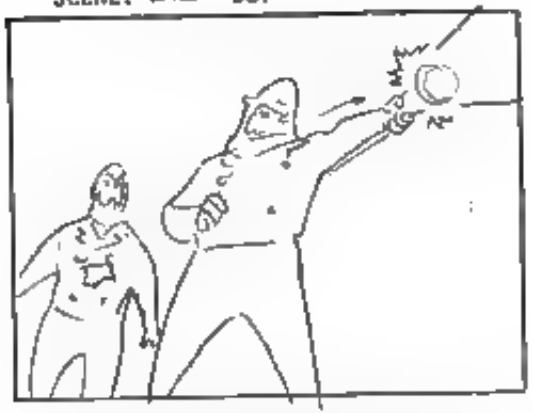
ACTION / VULTURE STRAIGHTENS UP AS CHARK REACHES INSIDE HIS JACKET

DIAL.

TRANS.

SLUGS

SCENE. cont. BG.



ACTION / (and FLIPS OUT A FLASH LIGHT (IT TURNS ON AS HE EXTENDS IT)

DIAL.

TRANS

SLUGS

SCENE. 85 BG.

CUT / ON FALLBROOK PORTRAIT ILLUMINATED BY FLASHLIGHT

DIAL.

TRANS.

SLUGS

SCENE. cont. BG.

SHARK WALKS INTO SC. TOWARDS IT

DIAL.

TRANS.

SLUGS

SCENE. cont. BG

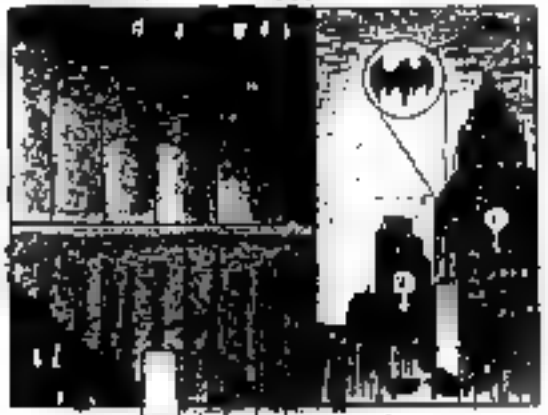
REACHES FOR IT -- UNHOOKING THE FRAME

DIAL.

TRANS.

SLUGS

SCENE. 1 BG.



ACTION SLIDE SCREENROOM? BATPOD. ELEMENTS

DIAL.

TRANS.

SLUGS

SCENE. ONE. BG.

ACTION

DIAL. GORDON: (V.O.) BATMAN...

TRANS.

SLUGS

SCENE. ONE. BG.

ACTION

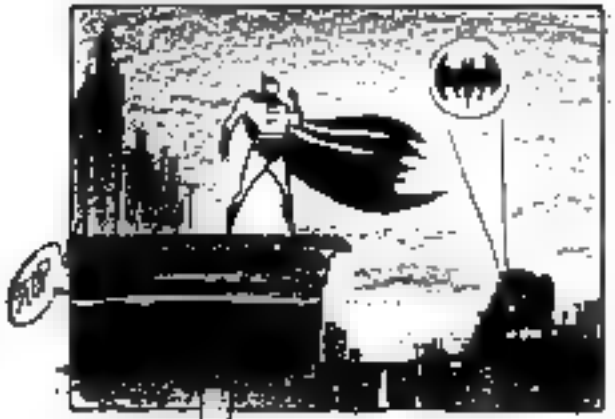
DIAL. JOKER'S TURNED UP

TRANS.

SLUGS

25-0748

SCENE. 1 cont. BG.



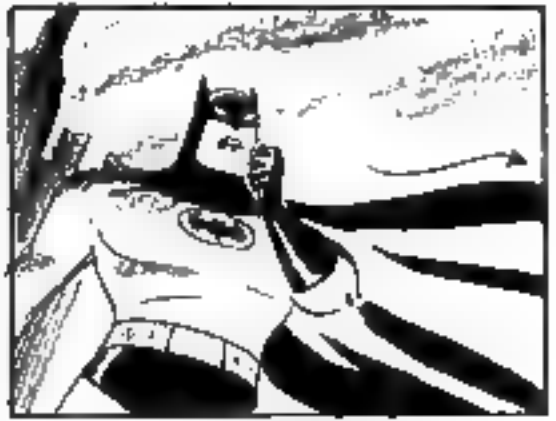
ACTION
/ SIGNAL TO STOP WITH BATMAN ON ROOFTOP

DIAL. AT THE GOTHAM Mc DONALD'S

TRANS.

SLUGS

SCENE. 2 BG.



ACTION / BATMAN SIGNAL OFF

CUT /

DIAL. BATMAN: ON MY WAY

TRANS.

SLUGS

SCENE. 2 cont. BG.

ACTION
ALFRED TO LEAP

DIAL.

TRANS.

SLUGS

256248

SCENE 2 cont'. BG.

ACTION LEAPS O.S.

DIAL.

TRANS.

SLUGS

SCENE 3 BG.

ACTION PAN
CUT/ BATMAN SWINGS INTO SC., PAN WITH HIM

DIAL. BATMAN: ROBIN

TRANS.

SLUGS

SCENE BG.

ACTION PAN CONT. FOLLOWING PAGE

DIAL. MEET ME

TRANS.

SLUGS

FOREGROUND BUG SWIPE

258248

SCENE 3 cont. BG. | SCENE. BG. | SCENE. BG.

ACTION PAN CONT. | ACTION BATMAN INTO SC. FROM FOREGROUND BLDG. | ACTION WIPES TO NEXT SC. FOREGROUND BLDG. TO WIPE SC.

DIAL. BATMAN: (CONT.) AT THE GOTHAM | DIAL. Mc DONALD'S | DIAL.

TRANS. | TRANS. | TRANS.

SLUGS | SLUGS | SLUGS

256248

SCENE 6 BG. SHADOW

ACTION BATMAN SWINGS TOWARD CAM

CUT

DIAL.

TRANS.

SLUGS

SCENE. cont - BG.

ACTION

DIAL. BATMAN:
THEY'RE OURS NOW

TRANS.

SLUGS

SCENE. cont - BG.

ACTION GHOST BATARANG WHIP PAST

DIAL.

TRANS.

SLUGS

256248

SCENE. 6 cont. BG.

SCENE. BG.

SCENE. BG.

ACTION PAN
CAPE WRAPS FIRST

ACTION BATMAN SWINGS TOWARD DISTANT MOTORCADE
PAN FOLLOW BATMAN

ACTION STOP

DIAL.

DIAL.

DIAL.

TRANS.

TRANS.

TRANS.

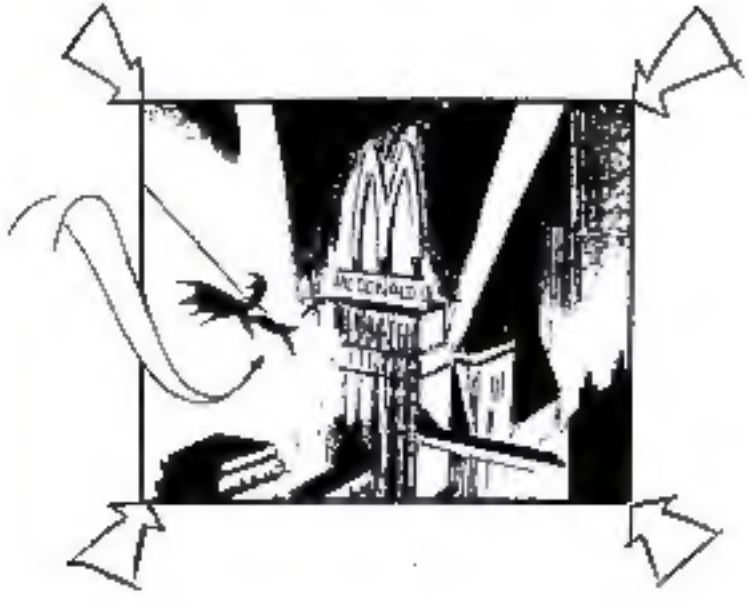
SLUGS

SLUGS

SLUGS

256248

SCENE. BG.



ROBIN:
WHY HAVE THEY BEEN THERE SO LONG

BATMAN:
PROBABLY JUST TOYING WITH US, ROBIN

256248